



ERIC W. HIBBS



SENIOR 3D SCULPTOR | ILLUSTRATION | PRODUCT DESIGN

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GREETINGS

I started my career at Disney and have since had the privilege of collaborating with major studios such as Universal Studios, Warner Bros., and Fox. I've contributed to iconic franchises like Star Wars, Transformers, Harry Potter, The Simpsons, and many more. My work spans across a variety of industries, from designing products for leading retailers like Target, Walmart, and Costco, to creating immersive experiences for movies and theme parks. With a focus on illustration, 3D sculpting, and product design, my creations can be found on store shelves, in films, and throughout amusement parks worldwide.

SKILLS

ZBrush	3D Sculptor
Blender	3D Scanning
Formlabs	Illustration
Graphic Design	3D Printing
Midjourney	Prop Maker
Illustrator	Engineering
Photoshop	Brand Guidelines
Premiere Pro	Creative Management
After Effects	Color Management
Adobe C.Suite	Packaging

AWARDS

Toy Of The Year 2022 Finalist: Grown-up Toy
The Goonies Never Say Die

Pop Insider 2021 Best Holiday Gifts Of 2021
Disney's The Rocketeer

Gen Con 2021 Best Board Game
Disney's The Rocketeer

Creative Child Awards 2019
Game Of The Year Toysmith
Fireflies Game

Buzzfeed 2021
The Goonies Never Say Die Rated 10/10

Parents Choice Gold Award
Oppenheim Toy Portfolio Platinum & Gold
Award 2008
Cat In The Hat I Can Do That, Game

Parents Magazine Award
Childrens Book 2008
Illustrator For The Hugawugs

Disney Vendor Of The Year 2005
Exquisite designs and meticulous attention to
the unique personalities of disney characters

Disney Vendor Of The Year 2004
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EXPERIENCE

2023 **FUNKO GAMES** Principal 3D Sculptor | Illustrator & Concept Artist

2020 My time with Funko Games was a fast paced adventure helping to create and contribute to over of 40+ Iconic titles! Disney, Universal Studios, Warner Brothers, Lucas Films, Amblin, Marvel and more! I was the Lead Character Sculptor getting first round approvals with all studios! I would also help advise as a factory consultant on molds/ Materials.

2020 **TOYSMITH** Principal Product Desinger 3D Sculptor | Illustrator & Concept Artist

2008 One of the largest toy distributors in the U.S. I collaborated closely with sales teams to establish and develop product lines tailored to buyer initiatives, creating packaging and product solutions that aligned with retailer needs. Worked with major retailers such as Target, Walmart, Costco, Cracker Barrel, Old Navy, and many others.

2019 **PROSPERO HALL | FORREST-PRUZAN** Senior Concept Desinger | Illustrator

2003 As one of my longest-standing freelance clients, I had the opportunity to create concepts for a wide range of products, from cartoons and TV shows to toys and games. I've worked with iconic titles such as Cranium, Dr. Seuss' The Cat in the Hat, I Can Do That, The Grinch Sing-Along, SpongeBob, Zoe in and Out, and various other products and game designs. It's like a think tank of TV shows, toys, and many other creative products.

2008 **GHOST RIDE PRO. | PROP MAKER** SFX | Painter and Sculptor, Model Maker

2007 At Ghost Ride, I spent my days painting latex heads, casting and foam-filling body parts, and creating life-size monsters, sides of beef, and pigs. I also sculpted and airbrushed props, and helped rig animatronics. As a freelance prop maker I created many Life-size Monsters for Haunted house attractions. I also had the opportunity to contribute my skills to the life-size Al Capone figure at the Mob Museum in Las Vegas.

2007 **BRASS KEY** Product Designer & Graphic Designer

2003 Although I have a degree in animation, I didn't initially plan to pursue a career in product design. My journey into the field began at Brass Key, which held licenses for seasonal items from brands like Disney, Universal Studios, Warner Brothers, Rankin/Bass, and Charles Schulz's Peanuts and Care Bears. There, I designed tabletop décor for porcelain village sets, tea sets, and various other décor items, while also contributing to doll designs for softlines. In this role, I collaborated directly with the studios' consumer products departments. At Brass Key, I wore many hats, including package designer, photographer, materials coordinator, factory communications and quality assurance.

CURRENT **FREELANCE BRANDS & FRANCHISES**

2000 As a Senior Product Designer, I've created consumer products for major franchises like The Grinch, Harry Potter, Transformers, Jurassic Park, and The Simpsons for Universal Studios and Funko. For Disney, I designed seasonal products, style guides, and packaging, earning Vendor of the Year honors twice. I've also worked with Warner Bros., Charles M. Schulz's Peanuts, Rankin/Bass, and DIC Entertainment on character design, packaging, and seasonal lines for retailers like Walmart, Target, and Costco.

EDUCATION

2003 **ART INSTITUTE OF SEATTLE** B.S. of Science, Animation Art & Design

1999 + 20 years of industry experience

CURRENT **ILLUSTRATION | PRODUCT DESIGN | 3D SCULPTOR**

2000 + 25 years of industry experience