



ERIC HIBBS

Senior 3D Sculptor | Illustrator | Product Designer

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📞 206 226 5459

🌐 www.ehibbs.com

PROFILE

Beginning my career with Disney illustrating, and designing products that are still being used today, my work has been featured in movies, amusement parks, and on the shelves of almost every big box store. I have been very fortunate to pursue my dream of bringing happiness to people all over the world through my products and illustration.

SKILLS

ZBrush	3D Sculptor
Blender	Illustration
Formlabs	Sculptor
Glowforge	Prop Maker
Makerbot	Engineering
Illustrator	Brand Guidelines
Photoshop	Creative Management
Adobe C.Suite	Color Management

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
Paste Magazine - Best Board Games of Gen Con 2021 - Disney's The Rocketeer

Parents Magazine Award 2008
Illustrator for HugAWugs children's books

Buzzfeed 2021
The Goonies: Never Say Die rated 10/10

Creative Child Magazine 2019
Creative Child Awards 2019 Game of the Year for Toysmith - Fireflies Game

Parents Choice Gold Award 2008
Oppenheim Toy Portfolio Platinum and Gold Award for Cat in The Hat I Can Do That! game

Parents Magazine Award 2008
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Disney Vendor of the Year 2005
In token of our exquisite fashion designs and meticulous attention to the unique personalities of Disney characters

Disney Vendor of the Year 2004
In token of our exquisite fashion designs and meticulous attention to the unique personalities of Disney characters



EXPERIENCE

2019
Current

FUNKO | Prospero Hall
MASTER 3D SCULPTOR

On-going freelance with Funko's Game division Prospero Hall Illustrating, Character Design and 3D sculpture.

2008
2020

Toysmith
SENIOR LEAD PRODUCT DESIGNER

Designed product for Toysmith, Disney, Universal Studios, Warner Brothers, Fox, and toy lines for world wide box stores Target, Walmart, Kmart, Old Navy, Costco, Michaels, and more. Toys, products, and brand guides featured around the world.

2003
2019

Forrest-Pruzan | FUNKO
SENIOR CONCEPT & PRODUCT DESIGNER - HARD LINES

Franchise games; Cranium, Dr. Suess Cat in the Hat "I can do that," The Grinch Sing Along, Spongebob, Zoe In and Out, and various other franchises and products.

2002
Current

Universal Studios
SENIOR PRODUCT DESIGNER

Consumer products, illustrating key characters, models, and package designs for seasonal hard & soft lines such as Ron Howards' The Grinch featuring Jim Carrey, and Curious George the movie under Brass Key for mass market.

Toysmith - Harry Potter, Transformers, Terminator, The Simpsons, Jurassic Park, Dr. Suess, Despicable Me, E.T., Shrek, Van Helsing, Chuckie, MIB, Spongebob, Spiderman, Popeye, BettyBoop, Chilli Willy The Penguin. Universal Studio 3D Sculpt work through Funko include Back to the Future, and Jurassic Park.

2002
Current

The Walt Disney Company
SENIOR PRODUCT DESIGNER

Worked on consumer products illustrating key characters, model designs, style guides and package designs for Disney seasonal hard, and lines. Many of my designs went cross platform to be featured in the entertainment division of movies, and TV shows. From large seasonal displays within the Disney Parks to current products being sold.

Awarded based on my designs 2 years in a row - **DISNEY VENDOR OF THE YEAR** "In token of our exquisite fashion designs and meticulous attention to the unique personalities of Disney characters."

2002
Current

Warner Bros. Entertainment
SENIOR PRODUCT DESIGNER

Consumer products lines such as Harry Potter, Gone with the Wind, and Wizard of Oz, illustrating key characters, model designs, and package designs for seasonal hard and soft lines for Warner Bros. under Brass Key for mass market stores such as Costco, Target, Walmart, Sams Club, KMart, Old Navy, and more.

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Disney Vendor of the Year 2004
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EXPERIENCE CONTINUED

2008

Ghost Ride Productions

2009

PROP DESIGNER

Model maker/painter - Created props featured in Hellboy 2, The Dark Knight, and haunted theme attractions.

2002

Brass Key

2006

SENIOR PRODUCT DESIGNER

Seasonal designer for hard and soft lines for Disney, Universal Studios, Warner Brothers, and more.

2002

Charles M. Schulz

2006

SENIOR PRODUCT DESIGNER

Consumer products illustrating key characters, model designs, and package designs for seasonal hard and soft lines for Peanuts franchise under Brass Key for mass market

2002

Rankin Bass Productions

2006

SENIOR PRODUCT DESIGNER

Consumer products illustrating key characters, model designs, and package designs for seasonal hard lines and soft lines for the Rudolph the Red Nose Reindeer, Frosty the Snowman, and Santa Claus is Coming to Town under Brass Key for mass market.

2002

DIC Entertainment

2006

SENIOR PRODUCT DESIGNER

Consumer products illustrating key characters, model designs, and package designs for seasonal hard lines and soft lines for the Care Bears, and Strawberry Shortcake under Brass Key for mass market.



EDUCATION

2000

Associate of Animation Art & Design

2003

ART INSTITUTE OF SEATTLE

+ 20 years of industry experience

1996

Illustration | Product Design | 3D Sculptor

Current

25+ YEARS OF EXPERIENCE



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