

CONNOR FISCHER

Concept Artist & Illustrator
connorfischerart.com

QUALIFICATIONS:

- Familiar with production schedule and game pipeline
- Comfortable with the use of 2D & 3D software
- Accel in team environment, confident working self directed

CONTACT

(647) 400-5013
connorfischerart@gmail.com
Portfolio: connorfischerart.com

SKILLS

- Environment Design
- Prop Design
- Keyframe Painting
- 3D Blockout
- Callouts
- Character Design
- Creative Problem Solving
- Marketing Art

SOFTWARE

- Photoshop
- Blender
- 3D Coat
- Sketchup
- Keyshot
- Octane Renderer

PROFESSIONAL PROFILE:

Concept Artist and Illustrator with a passion for design, as well as learning. As long as I can remember I have been trying to communicate visually and create stories. My goal is always to reproduce the same joy and immersion I received from games, film and graphic novels growing up. I am always trying to improve my storytelling and find new ways to visually communicate my ideas.

EXPERIENCE

Concept Artist & Illustrator

MI CONCEPT

- Worked remotely as well as in house with the team to create concept sketches, renders, illustrations and other artwork to help develop the look and feel of an unannounced project based on existing IPs
- Responsible for meeting daily deadlines and revisions
- Provided 3D blockout for concepts and illustrations based on floor plans provided by the architecture team.

Designer & Program Asisstant

COMMUNITY ARTS GUILD

- Worked on creating designs for up and coming events as well as Illustrations for installations and creative visualizations
- Provided paintover on set pieces and created concepts for construction of assets
- Monitored social media and created posts based on prior campaigns

EDUCATION

TALENT TREE

ILLUSTRATION & CONCEPT DESIGN

- Concept Design for film with instruction in environment, character and prop design
- Mentors included Frank Hong, Marco Brunelleschi & Jonny Hall

SENECA COLLEGE

INDEPENDENT ILLUSTRATION

- College Diploma, Honours
- Focus in Visual Development & Concept Design