

Andy Fisher

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Profile

I'm a Senior Concept Artist with over 9 years professional experience in the entertainment industry. I've worked in both mobile and AAA games in the Fantasy and Sci-Fi genres. Currently at Cold Iron Studios working on the new Aliens MMO shooter.

Experience

Cold Iron Studios – Senior Concept Artist

(June 2016 – Present)

- Responsible for the design of characters, creatures, environments and props.
- Keep track of the daily tasks and milestone goals for the concept team, while also checking in on the other departments.

PerBlue – Concept and 3d Artist

(Jan. 2013 – June 2016)

- Generated both 2d concepts and low poly 3d models for the mobile game Greed for Glory.
- Worked remotely from my home in Portland, Oregon throughout my 3 years on this project.

Freelance - Concept and 3d Artist

(Jan. 2013 – June 2016)

- Worked both remotely and in-house as a concept and 3d artist for a number of clients all over the globe. Work included both game pipeline and marketing material.
- Partial client list: Cinco Design, Intel, Supergenius, Alderac Entertainment Group, Chillingo, Crescent Moon Games, Soma Games, Everplay Interactive.

Quantum Squid Interactive – Concept and 3d Artist.

(Dec. 2010 – Jan. 2013)

- Mobile game development. Provided art for multiple stages of the asset creation process, including concept design, background paintings, key art and 3D modeling.
- Shipped titles include Pylon, (Windows store) Uprising: Veggie Samurai and Zombie Faceball. Created a number of concepts and pitches for canceled titles.

Dark Horse Comics – Digital Art Department

(Jul. 2009 – April 2010)

- Cleaning up, approving, altering and prepping all digital files as they came in for print.

Education

The Art Institute of Portland – BFA 2010