

# Connor Fischer

## Concept Artist, Environment Designer & Illustrator

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### EXPERIENCE

#### Mi Concept + Design, — *Concept Artist & Illustrator*

JULY 2018 - SEPT 2020

- Worked remotely as well as in house with the team to create concept sketches, renders, and illustrations of unannounced projects based on existing style guides
- Adapted to a wide range of artistic styles, both realistic and stylized across several projects
- Provided 3D blockout for concepts and illustrations based on floor plans provided by the architecture team as well as draw overs, design callouts and full overpaints
- Worked directly with the project manager and led a selected team of designers to success on deadlines and overall cohesion of project
- Reviewed and refined overall colour cohesion of submission package, maintained team communication and distribution of tasks as well as delivering on assigned keyframes and design deliverables
- Regularly attended client meetings and presentations, assisted with client interactions as well as discussing revisions and overall creative vision while meeting daily design deliverables
- Trained and onboarded interns working closely with the senior management team to refine the creative department's intern program

#### Winged Canvas, — *Digital Art Instructor*

DEC 2019 - MAR 2020

- Taught courses and provided independent mentorships in Perspective, Anatomy, Architecture, Digital Painting, and Character & Game Design
- Created assignments and briefs for students of varying skill levels, provided draw overs as well as recommended reading and independent study plans

### EDUCATION

#### Concept Design Academy, — *Architecture for World Building*

SEPT 2020 - PRESENT

- Emphasis on understanding world history and reasoning for architectural design, replicating deep and meaningful architectural design decisions
- Trained to successfully handle cultural source material and perform efficient and effective design research

#### Brainstorm, — *World Building*

MAY 2020 - SEPT 2020

- Created and refined blue sky world building pitch package, independently met deliverables and design benchmarks while integrating revisions

#### The Workshop Academy, — *Advanced Environment Design*

SEPT 2019 - NOV 2019

- Gameplay motivated concept design & advanced design techniques in Blender for games
- Worked collaboratively with classmates and professor acting as art director to cohesive design assets

#### Talent Tree, — *Concept Design & Illustration*

FEB 2018 - SEPT 2018

- Trained in AAA Character, environment and prop design pipelines

#### Seneca College, College Diploma (Honours) — *Illustration*

SEPT 2016 - JAN 2018

- Worked with professors on various design deliverables in a wide array of styles

### SKILLS

- Concept Design
- Illustration
- Environment Design
- Keyframes
- 3D Modeling
- Prop Design
- Character Design
- Storyboarding
- Public Speaking

### SOFTWARE

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