

Connor Sheehan

Concept Artist

About

I am a concept artist currently based in the UK. Mixing my obsession for all things art with my unhealthy passion for film and video games leads me to constantly pushing the artistic potential of modern creative ventures. If I am not drawing or painting I am experimenting and furthering my abilities with new software and skills. I have a lot of experience working in teams of various sizes to develop and produce ideas and products. Alongside my 2d abilities I am able to work proficiently in many 3D, texturing and rendering programs.

Skills

Roles: Concept Art, Illustration, 3D Modelling, Texturing,

Programs: Photoshop, Illustrator, Maya, Zbrush, Mudbox, 3ds Max, Mari, Modo, Blender, Sketchup, UE4, Unity

Experiences

Freelance Concept Artist and Illustrator (October 2016 – Present)

Calvino Noir (June 2015 – October 2016)

Games Artist

At Calvino Noir, my responsibilities included everything within the art implementation pipeline, such as concept art, modelling, texturing, rigging and animation. I was able to excel and experience each different speciality. I believe this enables me to design functionally and practically.

University of Hertfordshire

2012-2015 BA(Hons) 3D Games Art - 1st Class Honours

Best Show reel Award

Best VFX Film Award – *Chirality*

Audience Choice Award - *Chirality*

Grand Prix Award – *Chirality*