

Adam Fitzpatrick

2D Concept Artist
fitzfactor@gmail.com

Objective

To be a team-oriented concept artist focusing on creating solutions for visual development goals.

Education

Tyler Edlin Mentorship

Private mentorship, Environment Design (In Progress)

Anthony Jones Mentorship

Private mentorship, Character Design (June, July, September 2017)

Computer Graphics Master Academy (9-week individual courses)

Character Design for Film and Games (May - April 2017)

Fundamentals of Architecture Design (May - April 2017)

Drawing and Rendering Techniques for Hardware Design (March - April 2018)

Schoolism (9-week individual courses)

Characters for Animated Film (May - June 2017)

FZD School of Design

Diploma Certificate in Industrial Design (2015 - 2016)

Wheaton College

BFA Studio Art, Drawing (2010 - 2013)

Summary of Skills

- Thumbnail Ideation
- Layout and technical drawing
- Digital painting
- Sequential storytelling
- Perspective drawing

Experience

Monomyth

Environment Visual Development Artist (2018- Present)

- Tasked with architectural designs on Randy Bishop's animation pitch for his IP "Monomyth"

ZIP Comics

Comic Artist (2018- Present)

- Colorist and comic artist for a 24 page issue of the comic "Ricochet"

Mr. Mongoose Point and Click

Background Design (2016)

- Illustrated 12 unique environment paintings for a short point and click adventure game.

First National Bank of America

Investment Analyst (2014 - 2015)

- Responsible for overseeing high dollar transactions between private investors, with a year to date output of \$2.09 million on total balances equaling \$2.56 million.

Domino

Graphic Novel (2013 - 2015)

- Wrote, illustrated, and self published a 240 page black and white comic book.

Princess of the Misty Mufu Mountains

Children's book illustration (2014)

- Created 15 cartoon illustrations for a self published children's story.

Program Experience

- Adobe Photoshop - Modo - Sketchup - Zbrush - Adobe After Effects - Adobe Premier Pro