

RHANDI FISHER

1831 Wells Branch Pkwy #724, Austin, TX 78728 · 302-252-5625

Rhandi.fisher@gmail.com | www.rhandifisher.com

I am an illustrator and animator currently working in the slot games industry, and have worked as a freelance illustrator since 2004. My portfolio can be viewed at www.rhandifisher.com, and I can be contacted at rhandi.fisher@gmail.com.

EXPERIENCE

NOV 2017 – PRESENT

ART SUPERVISOR (Freelance)

STORMY NIGHTS INTERACTIVE LLC

Role includes authoring style guide documentation for use by external artists and animators, and ensuring art assets adhere to project standards.

Projects include: *Breeze in the Clouds*

JAN 2015 – PRESENT

ARTIST II

EVERI HOLDINGS, INC.

Responsible for storyboarding, design, and animation for casino games including: video, stepper slots, and video poker. Role includes creating character designs and animation, motion graphics and particles, animatics, and promotional videos using industry standard and internal software.

Past games include: *Super Jackpot Double Lion/Seven Seas/Wild Gems (mech)*, *Zillion Zebras*, *Jackpot Lockdown Black Diamond/White Hot Diamonds*

JUNE 2004 – PRESENT

ARTIST

FREELANCE ILLUSTRATION

Working typically with remote teams for character concept/designs for print and digital purposes, including marketing assets, games and animation, comics and sequential art.

Past clients and projects include:

- Invisible Collective (*"Battlesloths"* Nintendo Switch port)
- Stormy Nights Interactive LLC (*"Breeze in the Clouds"*)
- Furrybasketball.com (FBA *"Draft Picks (2012-13)"*, *"End of Season Awards (2013-14)"*, *"Playoffs (2013-14)"*, *"Rookie"* player cards)
- Elephant Mouse (*"Robots Need Love Too"*)

- True Office
- Souljar Games (“*Torn World*”)
- Confuzzled UK Ltd.
- Sapphire Dragon Studios (“*Marachi Anthology*”)

APRIL 2010 – AUG 2013

ARTIST

PLAYDOM (DISNEY INTERACTIVE)

Role included creation of game assets for browser and mobile games, as well as creation of web advertisements and UI elements, and their localization into non-English languages.

Past games include: *Disney Animal Kingdom Explorers* (Lead of Animal Concept); *Mobsters II*, *Gnome Town* (Premium asset creation)

EDUCATION

2006-08, 2013

BACHELORS OF FINE ARTS IN ILLUSTRATION

RINGLING COLLEGE OF ART AND DESIGN

2003-05

ASSOCIATE OF FINE ARTS IN ILLUSTRATION

DELAWARE COLLEGE OF ART AND DESIGN

1999-2003

HS DIPLOMA

CAB CALLOWAY SCHOOL OF THE ARTS

SKILLS

- Highly proficient in Adobe After Effects, Illustrator, and Photoshop
- Proficient in CLIP STUDIO PAINT
- Proficient in 2D character animation (frame-by-frame and puppet)

ACTIVITIES

- Ongoing education in 2D animation in off-hours
- Gallery showings at Guzu Gallery
- Primary organizer of “Fearful Asymmetry” charity fan zine
- Self-published “Dandy*Roughs” art book
- Author/Illustrator of “The Pride of Life” webcomic