

# Connor Fischer

Environment Concept Artist & Illustrator

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## EXPERIENCE

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

JULY 2018 - PRESENT

Worked remotely as well as in house with the team to create concept sketches, renders, and illustrations to help develop the look and feel of an unannounced project based on existing style guides

Provided 3D blockout for concepts and illustrations based on floor plans provided by the architecture team.

Responsible for meeting daily deadlines and revisions via digital submission

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

DEC 2019 - MAR 2020

Taught courses and provided independent mentorships in Cartooning & Anime, Digital Painting, Character & Game Design, as well as 3D modeling.

### **Independent Freelancer,** — *Concept Artist & Illustrator*

JUN 2014 - PRESENT

Unannounced board game projects, murals & private commissions

## EDUCATION

### **The Workshop Academy,** — *Adv Env Design for Game*

SEPT 2019 - NOV 2019

Gameplay motivated concept design & modern techniques in Blender

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

FEB 2018 - SEPT 2018

Character, Environment and Prop Design

### **Seneca College,** — *Independent Illustration*

SEPT 2016 - JAN 2018

Illustration, Visual Development, & Concept Design

## SKILLS

- Concept Design
- Illustration
- 3D Modeling
- Environment Design
- Prop Design
- Character Design
- Communication

## SOFTWARE

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