

Connor Fischer

Environment Concept Artist & Illustrator

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EXPERIENCE

Mi Concept + Design — *Concept Artist & Illustrator*

JULY 2018 - September 2020

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

Winged Canvas, — *Digital Art Instructor*

DEC 2019 - MAR 2020

Taught courses and provided independent mentorships in Cartooning & Anime, Digital Painting, and Character & Game Design

Independent Freelancer, — *Concept Artist & Illustrator*

JUN 2014 - PRESENT

Unannounced board game projects, murals & private commissions

EDUCATION

Concept Design Academy, — *Architecture for World Building*

SEPT 2020 - DEC 2020

Emphasis on understanding world history and reasoning for architectural design

Brainstorm, — *World Building*

MAY 2020 - SEPT 2020

Focus on creating rich history and culture through visual design

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