

RHANDI FISHER

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Hello! I'm Rhandi Fisher, a freelance illustrator and character designer that has worked in mobile and indie games, print and online comics, animation, and most recently mechanical and video slots. I do a little bit of everything, and whatever I can't do, I can certainly learn how!

My portfolio can be viewed at <http://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, refining character designs for animation production, evaluating freelance candidates, and ensuring art assets adhere to project standards; occasionally writing copy and character dialogue.

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:

- Furvilla.com
- King Features Syndicate
- Iron Circus Comics
- Invisible Collective ("*Battlesloths*" Nintendo Switch port Marketing Art)
- 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, various character art)
- Elephant Mouse ("*Robots Need Love Too*" Marketing Art)
- Souljar Games ("*Torn World*" expansion)
- Confuzzled UK Ltd.

JAN 2015 – JULY 2020

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 2D animation, motion graphics and particles, animatics, print assets, and promotional videos using standard industry and internal software. Duties occasionally include reviewing work of external artists and providing feedback in writing and/or visual aids.

Past games include:

- Wicked Wheel Panda (character concept and animatics)
- Diamond Lock Ruby/Sapphire
- Cherry Bomb
- Jackpot Lockdown Black Diamond/White Hot Diamonds
- Zillion Zebras
- Super Jackpot Double Lion/Seven Seas/Wild Gems (mech versions)

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

SKILLS

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

ACTIVITIES

- Publication in “Flash Forward!” by King Media Syndicate, est. 2021
- Publication in “You Died: An Anthology of the Afterlife” by Iron Circus Comics, est. March 2021
- Art showings at Guzu Gallery
- Author/Illustrator of “The Pride of Life” webcomic