

Connor Fischer

Concept Artist, Environment Designer & Illustrator

connorfischerart@gmail.com — connorfischerart.com — (647) 400-5013

EXPERIENCE

Beenox (Activision/Blizzard) — *Concept Designer*

APR 2021 - PRESENT

- Designing and Illustrating for unannounced game projects
- Collaborate with Level Designers and Modelers to create an engaging player experience
- Offer various creative solutions to a range of concerns and constraints

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

JUL 2018 - SEP 2020

- Worked remotely as well as in house with the team to create concept sketches, renders, and illustrations of unannounced projects based on existing style guides
- Adapted to a wide range of artistic styles, both realistic and stylized across several projects
- Provided 3D blockout for concepts and illustrations based on floor plans provided by the architecture team as well as draw overs, design callouts and full overpaints
- Worked directly with the project manager and led a selected team of designers to success on deadlines and overall cohesion of project
- Reviewed and refined overall colour cohesion of submission package, maintained team communication and distribution of tasks as well as delivering on assigned keyframes and design deliverables in line with client needs and concerns
- Trained and onboarded interns working closely with the senior management team to refine the creative department's intern program

Winged Canvas, — *Digital Art Instructor*

DEC 2019 - MAR 2020

- Taught courses and provided independent mentorships in Perspective, Anatomy, Architecture, Digital Painting, and Character & Game Design
- Created assignments and briefs for students of varying skill levels, provided draw overs and independent study plans

EDUCATION

Concept Design Academy, — *Architecture for World Building*

SEP 2020 - MAR 2021

- Emphasis on understanding world history and reasoning for architectural design, replicating deep and meaningful architectural design decisions
- Trained to successfully handle cultural source material and perform efficient and effective design research

Brainstorm, — *World Building*

MAY 2020 - SEP 2020

- Created and refined blue sky world building pitch package, independently met deliverables and design benchmarks while integrating revisions

The Workshop Academy, — *Advanced Environment Design*

SEP 2019 - NOV 2019

- Gameplay motivated concept design & advanced design techniques in Blender for games
- Worked collaboratively with classmates and professor acting as art director to cohesive design assets

Talent Tree, — *Concept Design & Illustration*

FEB 2018 - SEP 2018

- Trained in AAA Character, environment and prop design pipelines

Seneca College, College Diploma (Honours) — *Illustration*

SEP 2016 - JAN 2018

- Worked with professors on various design deliverables in a wide array of styles

SKILLS

- Concept Design
- Illustration
- Environment Design
- Keyframes
- 3D Modeling
- Prop Design
- Character Design
- Storyboarding
- Public Speaking

SOFTWARE

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