

Connor Fischer

Concept Artist, World Builder & Illustrator

connorfischerart@gmail.com — www.connorfischer.design

EXPERIENCE

Full Circle Studio (Electronic Arts) — Environment Concept Artist AUG 2023 - PRESENT

- Assisting with art direction, style guide creation and refining visual identity through concept art and visual development
- Creating sketches and paintings while managing tasking for external development teams and maintaining an active participation in playtests and feedback sessions
- Providing paintover and briefs for outsourcing teams as well as internal designers
- Assisting with onboarding interns and new hires on the concept design team
- Communicating and collaborating with narrative design teams to create engaging world building

Beenox (Activision/Blizzard) — Concept Artist APR 2021 - AUG 2023

- Created concept art remotely as well as in house for varying stages of production, assisting with art direction, providing feedback, paintovers and managing ownership of various maps and levels
- Onboarded and mentored new team members while producing concept art deliverables
- Communicated with producers, and collaborated with art directors regarding creative vision and production needs
- Participated frequently in playtests and development sessions, addressed design constraints for gameplay and collaborated with departments to improve the player experience through a production oriented mindset
- Wrote and pitched narrative briefs and infused story into designs and concepts in real time

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
- Provided consultation for online learning plans and forward facing business strategy

Mi Concept + Design, — Concept Designer & 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 and intellectual properties
- 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
- Reviewed and refined overall art direction 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 while working directly with the project manager on deadlines.
- Trained and onboarded interns working closely with the senior management team to refine the creative department's intern program

Community Arts Guild, — Program Assistant JUL 2019 - OCT 2019

- Provided and facilitated educational demos to a variety of team members and participants regarding painting, design and creation of set props
- Created maps, puppets, banners and various other assets related to community plays and art in the park workshops
- Assisted Artistic Director and Project Manager with visual design tasks as well as budgeting and planning
- Lead outreach initiatives ranging from door to door to online promotion

SKILLS

- Concept Design
- World Building
- Style Guide Creation
- Environment Design
- Illustration
- Keyframes
- Colour Scripts
- 3D Modelling
- Prop Design
- Character Design
- Public Speaking
- Art Direction
- Level Design
- Brief Building
- Paintover

SOFTWARE

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

Seneca College, — Teaching Assistant

JUN 2017 - JAN 2018

- Lead after hours life drawing sessions, took attendance, provided additional instruction and demos
- Provided portfolio reviews for students in AFD and created action plans to achieve results from personalised feedback
- Focus on fundamental drawing, perspective, anatomy, gesture, design and stylization
- Maintained a safe and respectful work environment for both students and models

Michaels Crafts, — Course Instructor

NOV 2015 - MAY 2016

- Hosted and facilitated courses with Michaels on drawing and painting
- Created material lists and provided substitutions when necessary for students
- Offered feedback to students at varying skill levels while maintaining demo schedules

Wexford Collegiate School for the Arts, — Mural Team Lead

MAY 2014 - SEP 2014

- Proposed concepts and revised various murals to the needs of the TDSB
- Lead and managed a team of painters while communicating and maintaining a project schedule
- Created sketches and full size murals in acrylic paint

EDUCATION

Academie Tanuki, — Sketching in Blender

JAN 2024 - MAR 2024

- Created various environment and character sketches in collaboration with instructor Azusa Tojo
- Pushed style and look development within Blender for concept art and visual development pipelines

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 for modern entertainment design
- 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
- Addressed full range of production needs from floor plans, thumbnails, paintings through to 3D models

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 design cohesive assets

CG Master Academy, — Keyframe Illustration for Film

OCT 2018 - DEC 2018

- Responsible for delivering keyframes and revising each week with directed instruction
- Provided iterative options based on provided scripts or prompts
- Offered feedback and critique to other classmates

Talent Tree, — Concept Design & Illustration

JAN 2018 - JUL 2018

- Trained in AAA environment, character 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
- Selected as a teaching assistant, collaborated with students and helped individuals reach their goals with targeted demos and learning plans

