

Tanya Riarey (Romanets)

2D/3D Game Artist & Digital Illustrator

🌐 Portfolio: www.tanyariarey.com | ✉ tanya.riarey@gmail.com | 📍 Doncaster, United Kingdom

✅ Eligible to work in the UK (UK citizen since 2024; UK resident since 2018)

🏠 Open to remote and hybrid positions

Summary

Experienced 2D/3D generalist game artist and digital illustrator with 10+ years in the gaming industry, including 3+ years game studio experience with major contribution. Proven expertise in creating high-quality game assets, from concept art, environments and characters to UI design and animation. Comfortable with a wide range of software used to create high-quality CG. Successfully contributed to 6+ released / announced games.

Skills

Game Art & Design

- 2D/3D game asset creation and optimisation
- Visual development and concept art
- Environment and background art
- UI design and iconography

Technical Skills

- **2D Software:** Photoshop, Illustrator, Clip Studio Paint
- **3D Software:** Maya, ZBrush, Substance Painter, Substance Designer, 3DCoat, Marmoset Toolbag, Rizom UV, Blender
- **3D Pipelines:** Proven knowledge and understanding of PBR workflows, hand-painted texturing, 3D model optimisation for game ready assets pipeline.
- **Game Engines:** Good-level knowledge of Unreal Engine 5
- **Additional:** video editing in Premiere Pro, photography (as a hobby), 2D frame-by-frame animation

Professional Attributes

- Comfortable with both the creative and technical aspects of CG work
 - Self-motivated with strong organisational skills and excellent attention to detail.
 - Strong communication skills. Team-based creative and technical problem-solving.
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Work Experience

3D Background and Prop Artist

Second Star Games | November 2025 - Present | *remote, full time*

- Contributor to an unannounced project, creating optimized, hand-painted 3D game assets based on provided concept art using Maya, ZBrush, Substance Painter and UE5.
- Collaborating daily with the lead artist and other team members

2D / 3D Generalist Game Artist / Background Painter

Revolution Software | December 2024 - November 2025 | *remote, full time*

- Contributor to "Broken Sword 2 Reforged", painting 2D backgrounds, creating UI icons and 3D props.

Prop Artist / UI Designer / Animator

Revolution Software | January 2021 - July 2024 | *mostly remote, full time*

- Lead contributor to "Broken Sword 1 Reforged", creating character animations, UI icons, and 3D props
- Collaborated daily with multidisciplinary teams including artists, developers, and leads in studio environment
- Participated actively in development office based meetings, contributing ideas that were successfully implemented
- Integrated feedback effectively from team leads while maintaining artistic vision and project deadlines

Freelance Game Artist & Illustrator

Self-Employed | March 2014 - Present

Released game projects:

Foolish Mortals (Inklingwood Studios) - *Background Artist*

- Created comprehensive series of interior and exterior game environments
- Developed consistent visual style across multiple location types

Broken Sword 5 (Revolution Software) - *Background Artist & UI Designer*

- Painted detailed interior game backgrounds, maintaining established visual art style
- Designed UI elements and icons following established game design principles

One Finger Death Punch 2 (Silver Dollar Games) - *Background & UI Artist*

- Created game maps, backgrounds, and UI elements

Junior Game Artist

Game Insight (Yoxi Studio) | Ukraine | February 2011 - March 2013

- Developed art assets for mobile slot games as generalist artist
 - Created UI elements, environments, and characters across multiple projects
 - Gained foundational experience in mobile game optimisation and asset creation
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Languages

Ukrainian/Russian: Native speaker

English: Fluent (professional working proficiency)

Professional Development

- Continuous advancement in 3D modelling and rendering techniques
 - Active participation in industry forums and online learning platforms
 - Regular engagement with gaming industry trends and new technologies
 - Commitment to staying current with evolving art pipelines and workflows
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Education:

Diploma in visual, decorative and applied arts

September 2005 to June 2009

Donetsk Art School (Ukraine)

Completed Professional Online Courses and Classes

3D:

INTRO TO UNREAL ENGINE FEB2025 - from Rebelway Academy

Completed project: <https://www.artstation.com/artwork/XJ4RaD>

Introduction to ZBrush 2022 - 19+ hours course from The Gnomon Workshop

Introduction to Maya - from Flipped Normals

Switching to Blender for Experienced Artists - from Flipped Normals

Creating a Nintendo Game-Boy in Blender and Substance Painter - from Flipped Normals

Blender Lighting & Compositing for Beginners - from Flipped Normals (3DTudor courses)

Hard Surface ZBrush Tutorial // Modeling A UH-60 Rotor - from Flipped Normals

Blender to Unreal Engine 5 The Complete Beginners Guide - from Udemy (3DTudor courses)

[Introduction to 3D Animation with Autodesk Maya](#) - from Udemy

[Substance Painter All Levels](#) - from Udemy

[Cartoon-Style Still Life Modeling with Maya](#) - from Domestica

2D:

[Fundamentals of Animation in After Effects](#) - from Domestica

[Illustrator Master Class](#) - from Udemy

[Cinematic Digital Illustration With Photoshop](#) - from Domestica

[Lighting Principles for Digital Painting](#) - from Domestica

[Fantasy Character Design in Procreate](#) - from Domestica

[Kenneth Anderson](#) courses (Character-Driven Illustrations, Creating Expressive Characters, Character Design) - from 21 Draw

YouTube Learning:

Additionally completed numerous YouTube tutorials covering a wide range of techniques and software in 2D and 3D

Links:

Portfolio: www.tanyariarey.com

Linkedin: <https://www.linkedin.com/in/tanyariarey/>

ArtStation (3D work): <https://www.artstation.com/riarey>