



Tanya Romanets



I'm a **visual development artist** and **illustrator** based in the UK. Since 2014 I've been providing bespoke digital illustrations and game art assets to a wide range of international clients, from individuals to small indie game developers and larger studios. **My specialty is in environment, background art and prop design for video games and animation.**

Contact

✉ tanya.riarey@gmail.com

🔗 www.tanyariarey.com

Eligible to work in the UK: Yes

Work Experience

2D Prop Concept Artist / Animator (remote, full time)

Revolution Software, York (January 2021 to Present)

- In my current role, I mainly design and animate 2D sprites for a video game. This job involves blending 2D and 3D techniques and working closely with the creative team and art director.

Freelance Visual Development Artist / Illustrator

Self-employed (March 2014 to Present)

As a self-employed artist, I've worked on a range of projects, primarily for small indie game developers and individual clients. Below are some of the released video games I've contributed to:

- **Foolish Mortals (video game) - Background Artist**

I created a series of game backgrounds for the video game "Foolish Mortals," developed by Inklingwood Studios. This series includes both interior and exterior locations.

- **Broken Sword 5 (video game) - Background Painter and Icon Designer**

I painted a series of game backgrounds for a video game Broken Sword 5, developed by Revolution Software. The series primarily includes interior locations. I also designed some of the UI elements and icons for the game.

- **One Finger Death Punch 2 (video game) - Background Artist**

I created a series of game maps and backgrounds for a video game called One Finger Death Punch 2 for Silver Dollar Games game studio.

Junior Game Artist (full time contract)

Game Insight (Yoxi studio) Ukraine – (February 2011 to March 2013)

- I worked as a junior generalist game artist on an array of mobile slot games. My role involved wearing multiple hats, from conceptualizing and creating UI elements to designing environments and characters.

Skills

- Graphic asset creation in 2D/3D
- Vis dev & concept art
- Illustration
- 2D animation
 - Experience in Clip Studio Paint (frame-by-frame animation), Moho Animation (rigged animation), and Blender 3D (2.5D animation and VFX for 2D).
- Proficient in Photoshop and experienced with other areas of the Adobe Creative Suite: Illustrator, Animate, Premiere Pro, After Effects.
- Experience working within a studio environment where artists and developers collaborate.
- Experience with all stages of the art pipeline in game creation.
- Experience with 3D art pipelines, such as texturing and modelling software (Blender 3D, Substance Painter, Rizom UV, ZBrush) and a good working knowledge of PBR (Physically Based Rendering) workflows.
- Familiar with Maya 3D software, Arnold Render and Unity.
- Experience with photography (as a hobby)
- Self-motivated, highly organized, and able to work effectively in a remote team environment.

Languages

Russian / Ukrainian 🇷🇺 🇺🇦

Native speaker

English 🇬🇧

Fluent

Featured

- [Creativepool Magazine - Member Spotlight 2022](#)
-

Education

Diploma in visual, decorative and applied arts

September 2005 to June 2009

Donetsk Art School (Ukraine) - Donetsk

Links

www.tanyariarey.com