



# Tanya Romanets



I'm a 2D / 3D game 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

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🔗 [www.tanyariarey.com](http://www.tanyariarey.com)

**Eligible to work in the UK: Yes**

## Work Experience

### Prop Artist / Animator (remote, full time)

*Revolution Software, York (January 2021 to July 2024)*

- On my recent project, Broken Sword 1 Reforged, I worked as a 2D animator. My role also involved creating 3D props for animations and UI elements. This full-time position lasted nearly three years, during which I learned many new skills. I collaborated closely with the creative team and the lead artist, receiving feedback throughout the process and communicating effectively at every stage to make sure everything I create aligned with the lead artist's vision.

### Freelance Game 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.

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## Skills

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

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## Languages

Ukrainian 

Native speaker

English 

Fluent

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## Featured

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

**Diploma in visual, decorative and applied arts**

September 2005 to June 2009

Donetsk Art School (Ukraine)

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## Links

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

Full Portfolio: [www.tanyariarey.com](http://www.tanyariarey.com)

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