

Tanya Romanets

2D Game Artist | 3D Environment & Prop Artist

Kingston upon Hull

tanya.riarey@gmail.com

I'm a digital artist with 10+ years of experience in the games industry. I'm based in the UK, having moved from Ukraine in 2018.

My strongest skill is environment art and UI, but I'd call myself a generalist. I'm capable of creating a huge variety of game art and styles, and I'm into stylized and semi-realistic art. I'm also constantly developing my skills by watching tutorials and taking online courses.

I'm looking for an opportunity to use my 3D skills to contribute to an exciting game project.

My online portfolio:

<https://www.tanyariarey.com/>

Personal Details

Eligible to work in the UK: Yes

Work Experience

Freelance 2D / 3D game artist

Self-employed - Kingston upon Hull

March 2014 to Present

<https://www.tanyariarey.com/testimonies>

UI and background artist (full time freelancer)

Revolution Software - York

March 2013 to February 2014

Worked on the game called Broken Sword 5 as a background colouring artist as well as UI and icons.

2D game artist (full time contract)

Game Insight (Yoxi studio) - Donetsk (Ukraine)

February 2011 to March 2013

Education

Diploma in visual, decorative and applied arts

Donetsk Art School (Ukraine) - Donetsk

September 2005 to June 2009

Skills

- Adobe Photoshop (10+ years)
- Game art (10+ years)
- Concept art (10+ years)
- Maya 3D (3 years)
- Substance Painter (3 years)
- ZBrush (1 year)
- Marmoset Toolbar (3 years)
- Rizom UV (2 years)
- Arnold Render (1 year)
- Unity (Less than 1 year)
- Adobe Illustrator (10+ years)

Languages

- Engl - Fluent
- Russ - Expert

Links

<https://www.tanyariarey.com>