



Tanya Romanets



I'm a 2D / 3D generalist 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, concept art, prop design and UI / Icons for video games and animation.**

I'm constantly learning new techniques and skills to improve my work and regularly stay updated on the industry news. While my primary focus has always been on 2D art, I have been actively developing my 3D skills over the past few years and I am passionate about continuous learning and improvement.

I genuinely care about my work and always want to exceed client expectations. I completed over 100 jobs on Upwork with 5-star feedback and highly satisfied clients as well as feedback on Trustpilot.

Portfolio



www.tanyariarey.com

Contact



tanya.riarey@gmail.com

Eligible to work in the UK: Yes

(UK citizen since 2024; UK resident since 2018)

Work Experience

Prop Artist / UI and Icons Artist / Animator (remote, full time)

Revolution Software, York (January 2021 to July 2024)

- On my recent project, "Broken Sword 1 Reforged," I was tasked with creating character animations, UI icons, and 3D props for background animations. This full-time position lasted nearly three years, during which I learned many new skills. I collaborated daily in a game studio environment with artists and developers, incorporating all the feedback from the team and the lead artist to my work. I also participated in team development meetings (both online and in person), and proposed

numerous ideas to the team — many of which were successfully implemented. I created various tutorial videos content explaining workflows and pipelines for new team members.

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 / UI artist**

I created a series of game maps, backgrounds and UI elements 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
- Game UI and Icons
- 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 an excellent 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

Russian, Ukrainian 🇺🇦

Native speaker

English 🇬🇧

Fluent

Featured

- [Creativepool Magazine - Member Spotlight 2022](#)
 - [Game Artists Article - Character Breakdown 2024](#)
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Education

Diploma in visual, decorative and applied arts

September 2005 to June 2009

Donetsk Art School (Ukraine)

Links

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

Portfolio: www.tanyariarey.com

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