Petrify your soul

Amy Robinson
Concept Artist | Ilustrator

www.petrifyyoursoul.com

petrifyyoursoul@gmail.com ✉
07980 507643 ☎
8 Swanmere, Newport, Shropshire 📍
www.linkedin.com/in/petrifyyoursoul 🔗

Profile

Creative and versatile concept artist with a proven track record in 2D art and game development. Committed to pushing boundaries in visual storytelling in the gaming industry, I am eager to leverage my creativity and technical skills to contribute meaningfully to innovative projects and further develop my career in the dynamic world of game development.

Work Experience

Freelance Illustrator & Concept Artist   March 2018-present

2D Concept Artist at Lovewish
- Created a range of environment concepts & assets for Studio Witchstar's 'The Final Farewell'.
- Developed interior and prop concepts under art direction for a kitchen cooking game, taking to final key art. Key art was shown to public audience to gauge project interest, and performed well with positive online engagement - 57 comments, 400+ likes.

Concept & 2D Artist at Safe Space Labs
- Led the development of the project's art style and established the style guide, serving as the principal artist and ensuring cohesive visual direction for the team.
- Developed diverse concepts for NPCs, player characters, props, environments, and interiors, tailored for the 8-16 age demographic. Provided concepts to the 3D team for further development and implementation.
- Contributed to game design initiatives by providing innovative ideas and recommendations to senior management. Advised on workforce planning by recommending essential roles for recruitment to enhance team capabilities.

2D Art Lead & Game Design Support at KXG (Voluntary)
- Developed character and environment concepts to guide the visual and thematic direction of the project.
- Assisted in creating the foundational GDD & pitch deck, outlining core gameplay mechanics, features, and design specifications for our verticle slice focusing on achieving funding from publishers.
- Provided direction and leadership to the art team, offering constructive feedback to enhance their work and ensure my team had a clear and cohesive vision. Motivated and guided team members to ensure timely and effective completion of their tasks.

General
- Produced Steam Store page key art for clients such as Emmerse Studios, supporting their Steam Store page launches of 'Quirk: A Jester's Tale'.
- Created 3D fantasy environment pieces for Jest X Studios 'Vingar'.
- Created 2D assets for Unrational Game's 'Unpoker: Rivals'.
- Designed characters & environments for individual clients for use in personal tabletop role-playing games (TTRPGs).
- Proficiency in Unity, Godot, Git, Jira, and Confluence for game asset creation.

Key Skills

- Proficient in creating compelling and imaginative concept art for characters, environments, and game assets.
- Possesses a deep understanding of traditional art fundamentals such as lighting, colour, shape, and image composition.
- Strong communicator, collaborating effectively with cross-functional teams with a keen interest to explore other disciplines.
- Ability to adapt to various art styles and project requirements, ensuring versatility in artistic contributions.
- Efficient time management skills meeting project deadlines without compromising quality. Ability to multitask and prioritise assignments in a fast-paced and dynamic work environment.
- Knowledgeable about current trends and developments in the gaming industry through active networking.

Personal Project   **DISASTER JUNE**

Disaster June is my current game project - an isometric card battler rogue-like, aiming to take inspiration from games such as X-Com, Inscryption & Hades. On this two-person team, I am responsible for the art, narrative & game design. This project aims to be a learning opportunity as I am keen to both expand on my current skills, as well as to understand the roles across the industry.

I have created several concept art pieces to maintain artistic and thematic direction as we work. I have worked on outlining the plot and core game mechanics that will drive gameplay. I am currently exploring 3D packages such as Blender, learning animation and rigging, which are useful for both general game creation and improving my concepting skills.

Education

BA (Hons) Illustration - 1st

Staffordshire University

Sept 2019 -Jul 2022

Software

2D:
Photoshop
Clip Studio EX
InDesign
Illustrator

3D:
Z-Brush
Maya
Blender