



TAMSIN ROBINSON

character design | concept art

EXPERIENCE

Inspired Gaming Group

Oct 2022 - Present

Graphic Artist

- Successfully developed several interactive and retail casino video games from various stages of production to a polished final delivery within deadlines, which currently rank highly amongst established titles. This gave deeper understanding of the production pipeline and implementation of varied game mechanics.
- Pursued continuous skill development by mastering a diverse range of industry standard programs, enabling me to assume the responsibilities of specialised art team members when required and execute tasks autonomously.
- Built strong professional connections across multidisciplinary teams with an adaptive communication style. Gained valuable insights into their roles and how my work compliments their efforts, resulting in streamlined processes.
- Worked closely with art directors and game designers to visually develop graphics for *Big Piggy Bank*, *Santa's Winter Wilds*, *Big Big Fishing Fortune*, and two other unannounced games. This pushed my design approach and use of shape language.

EDUCATION

Illustration (BA Hons) - 1ST

Sep 2019 - July 2022

Staffordshire University

Negotiated Program 1 - Into the Breach

- Created a sci-fi lovecraftian themed world building and packaging project for Dungeons and Dragons, improving understanding of communication via cohesive imagery.
- Identified and targeted appropriate audiences through analysing successful promotional material which informed the design process distilling existing designs to create a more welcoming experience.
- Created typography tailored to the written content to create an immersive and varied reading experience.
- 3D modelled and printed dice to accompany the products, expanding 3D skill base.

Negotiated Program 2 - Max Passion Comic

- Self-authored a graphic novel focused on character-first storytelling, taking illustrations from concepts to finalised pages, which gave a greater understanding of concept design and print processes.
- Visually developed unique art style with appealing characters through an iterative process, which gave the comic a strong and recognisable identity.
- Engaged in continued research into character design and concept art principles, and took on constructive criticism from lecturers and peers.

A-Level

Sep 2017 - 2019

Newcastle & Stafford Colleges Group

English Literature, Graphic Design, Fine Art

GCSE

Sep 2013 - 2017

Stafford Grammar School

10 GCSEs - A* to A including Maths and English

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PROFILE

- Passionate about fostering strong relationships with co-workers.
- Able to prioritise effectively and delegate where necessary in the face of deadlines.
- Enjoys taking on creative challenges and learning new skills.

SOFTWARE

Photoshop



After Effects



Clip Studio EX



Animate



Illustrator



Spine 2D



Sourcetree



Blender



Lucid



HOBBIES



Clean UK Driving License

'Brief Cases Awards' 2022 Silver

Beginner Japanese