



# TAMSIN ROBINSON

character design | concept art



## EXPERIENCE

### Inspired Gaming Group

Oct 2022 - May 2024

#### Junior 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.
- 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.

#### Graphic Artist

May 2024 - Present

- Pursued continuous skill development in a diverse range of industry standard programs, enabling me to assume the responsibilities of specialised art team members when required and execute tasks autonomously.
- Worked closely with art directors and game designers to visually develop graphics for *Big Piggy Bank*, *Wolf It Up*, *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.

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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



Spine 2D



Illustrator



Blender



Sourcetree



Animate



Lucid



## HOBBIES



Clean UK  
Driving  
License

'Brief Cases  
Awards'  
2022 Silver

Beginner  
Japanese

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