



Shropshire, UK



trobinsonperilune@gmail.com



tamsinrobinson-perilune.com



linkedin.com/in/perilune

PROFILE

An artist dedicated to continuous improvement with demonstrative success in 2D game art and animation. Passionate about visual storytelling and pushing the envelope in concept art in the gaming industry. Keen to challenge my creative and problem solving skills in inventive projects.

SOFTWARE

Photoshop	After Effects
Clip Studio EX	Spine 2D
DaVinci Resolve	Blender
Sourcetree	Jira

KEY SKILLS

- Strong art fundamentals in light, colour, shape language, and rendering.
- Proficient in creating engaging concept art and character designs.
- Highly adaptable communication for cross-department collaboration.
- Effective work-load prioritisation in the face of deadlines.

EDUCATION

Illustration (BA Hons) - 1ST

Staffordshire University

Sep 2019 - July 2022

TAMSIN ROBINSON

CHARACTER DESIGN | CONCEPT ART | 2D ANIMATION

EXPERIENCE

Inspired Gaming Group

Senior Graphic Artist

April 2026 - Present

Art Responsibilities

- Mentored art team members on best practices and visual design goals.
- Onboarded junior artists on in-house software and technical skills.
- Developed engaging, consistent visuals across a range of assets, including characters, backgrounds, UI assets, symbols, and logos.
- Created animation ready 2D Photoshop assets, considering animation requirements and technical limitations.
- Problem solved technical challenges within limited scope, collaborating with game developers to achieve optimal outcomes.
- Proactively collaborated with art directors to tackle design issues with creative solutions.
- Lead design decisions across sequel projects, balancing visual continuity with identity.
- Worked with version control systems such as Git and SourceTree.

Animation Responsibilities

- Rigged and animated Spine 2D characters with consideration of future use cases in games requiring more elaborate animation.
- Developed and adapted existing animations for sequel games.
- Created VFX, background, and symbol animations in a variety of visual styles using After Effects and Spine 2D.
- Adjusted 2D animations and assets after initial implementation to meet technical limits across platforms.
- Stepped in to provide support to animators on other projects to meet critical deadlines.

Graphic Artist

May 2024 - April 2026

- Pursued continuous skill development in a diverse range of industry standard programs.
- Assumed the responsibilities of specialised art team members when required, and executed tasks autonomously using agile project management software.
- Worked with art directors and game designers to visually develop 2D graphics and animations for games such as *Big Piggy Bank*, *Bigger Piggy Bank Christmas*, *Were Wolf It Up!* and *Happy Money Hens*.
- Successfully developed interactive and retail casino games from various stages of production to a polished final delivery within deadlines.

Junior Graphic Artist

Oct 2022 - May 2024

- Gained deeper understanding of the production pipeline and technical 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.

INDIE PROJECT

Indie Game Project - 'Disaster June'



Character Concept Artist

- Visually developed overall character design through an iterative process, taking on feedback from the other members of our small team.
- Refined designs with stronger shape language to read clearly in the isometric card-battler rogue-like.
- Created a production ready call-out sheet, including turn-arounds, weapons, and clothing, and props.