



Amy Robinson

Concept Artist | Illustrator

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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

Junior Graphic Artist - Inspired Gaming

Dec 2024-present

- Developed visually engaging game assets, including UI symbols, fonts, logos, environments, and character artwork.
- Created animation-ready designs, anticipating motion, squash and stretch, and technical requirements. Delivered assets for 2D Spine animation pipelines and produced concept art for 3D asset development.
- Worked with version control systems such as Git and SourceTree.
- Supported game design by refining visual elements to improve gameplay clarity and player engagement.
- Collaborated in agile sprint teams with developers and designers to bring game concepts to life; focusing on improving games iteratively from their predecessors.
- Followed established art pipelines and naming conventions for efficient integration and future-proofing files to speed up new game development.
- Ensured games run optimally by utilising single asset sizes where possible and removing dead asset space.
- Designed marketing materials adapted for international markets, ensuring compliance with regional iGaming standards.

Freelance Illustrator & Concept Artist

Mar 2018-present

Steam Store Key Art

- Partnered with indie studios, including Slug Disco, to design compelling key art for Steam storefronts.
- Created flexible, production-ready assets for web and print, using layered compositions to support multi-format marketing needs.
- Contributed artwork for multiple titles, including Green Again, Horticular, and The Ember Guardian.
- Selected to redesign artwork for the 2025 & 26 Earth Appreciation Festival, enhancing the original piece in line with client feedback.

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.

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 four-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

