INES SAMPLE

CONCEPT ARTIST Environments & Characters

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Scan for my portfolio



Marsh Wardens: keyframe



Green Hollow: mood painting



Ember Market: colour key



Night Ferry: lighting study

EXPERIENCE

Concept Artist · **Company One, Brighton**
Apr 2023 – Present

- Designed key locations and 30+ characters for Game Title A, from thumbnails to turnaround callouts.
- Created costume variants and colour options for seasonal content, working to the art director's style guide.
- Gave paintover feedback to an external character modelling partner, reducing revision rounds.

Junior Concept Artist · **Company Two, Brighton**
Aug 2021 – Mar 2023

- Produced character skins, props and marketing illustrations for Game Title B (iOS, Android).
- Painted key art for two in-game events and the store page.

SELECTED PROJECTS

Marsh Wardens (personal IP): worldbuilding project: 10 keyframes and 12 characters with callouts, on my ArtStation

Green Hollow: environment design challenge entry, shortlisted from 400+ entries

EDUCATION

BA (Hons) Illustration, University of Example, 2021

ABOUT ME

Concept artist with four years in games, designing environments, characters and costumes for stylised fantasy worlds. I move quickly from thumbnails to polished keyframes and callouts that 3D artists can build from, and I love giving every place and character a story you can read at a glance.

TOOLS

Photoshop · Procreate · Blender · ZBrush (basic) · Clip Studio Paint · PureRef · Jira · Perforce

ALSO

- Game jams: sole artist on three jam games
- Weekly life drawing class

Full right to work in the UK

EXAMPLE CV | Fictional person, studios and games | Free template from hardysearch.co.uk | Creative layout: also keep a plain version for online applications