



ABOUT ME

I'm a successful freelance Concept Artist, with over 7 years of professional experience. Specialising in 2D Environment Art, with expertise in map design, Fantasy landscapes as well as 3D experience.

I have the ability to speedily generate high quality initial designs based on art direction, progressing to more complex colour concepts/overpaints and final key frames. As a freelancer, I have developed excellent communication skills and the ability to take direction and accept critical review.

I'm seeking a career change to an in-house position within a studio. I'm a driven self-starter and fast learner who has a proven track record of reliability, displayed in the many positive recommendations received on LinkedIn.

RYAN ANELOWE

ENVIRONMENT CONCEPT ARTIST

CONTACT

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KEY SKILLS

Expert in Adobe Photoshop, over 10 years of experience.

3D Experience in Belnder.

Strong sketching skills. Able to deliver a visual idea swiftly.

Ability to render 2D paintings to a high standard.

Overpainting existing images.

I am a whizz at gathering ideal reference images for mood boards.

LANGUAGES

ENGLISH - NATIVE

POLISH - BEGINNER

WORK EXPERIENCE

Concept Artist & Illustrator - RJL Art

2016 - Ongoing

Over the years, I have provided art direction & illustration on several successfully backed crowd funded games. I have worked with a range of clients on countless projects, including but not limited to:

Game Concept Art, Kickstarter Campaigns, Board & Card Game Art.

Concept Artist - Cassa Game Industry

2023

I worked alongside a remote design team to establish a visual language and created concept art for Tower Forge: Dark Defence.

Lead Environment Artist - Dark Heart Games

2017 - 2023

During my time working for DHG, I have created in the region of over 160 pieces. Initially starting as a Concept Artist & Illustrator then moving on to be Lead Environment Artist, managing work across two separate IP's.

Lead Map Artist - Guildhall Studios

2019 - 2021

I worked closely with the team at Guildhall Studios to create a map for "Sea of Legends" that was integral to their board game and successful Kickstarter campaign.

In 2021 I also worked on the map for: "A Noble War", which is a tabletop board game about two warring rival kingdoms in a Medieval Fantasy setting.

Concept Artist - Throne Down Games

2019 - 2020

During my work with TDG, I produced various pieces of Concept Art and Illustrations for their new board game, now successfully backed on Kickstarter. I also created an Animated Painting for their marketing campaign.

EDUCATION

BA (Hons) in ILLUSTRATION 2:1

2013 - 2016

COVENTRY UNIVERSITY - ENGLAND

Three years of full time study focusing on Concept Art & Illustration.

ADVANCED COURSE

2021 - 2022

FOCAL POINT CONCEPT ART SCHOOL - GDAŃSK, POLAND

Graduated from Advanced Digital Painting & Environment Design course, taught directly by Darek Zabrocki & Michał Kuś.