

Fiona Vanhout

Illustrator & 2D Video Game Artist | Kent, United Kingdom

2D game artist and illustrator with nearly two years of production experience across indie game projects, covering art direction, visual development, asset creation and in-engine implementation. Alongside this, 10+ years of freelance illustration experience creating characters, props and environments.

PORTFOLIO

FionaVanhout.com

[LinkedIn](#)

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PROFESSIONAL GAME EXPERIENCE

Brackish Rising - Principal Artist / Designer (Freelance)

2026 - PRESENT

- Collaborate directly with the lead developer to establish and refine the visual direction for a highly atmospheric 2D RTS, taking units and environment assets from concept to implementation.
- Produce multiple exploratory asset directions and selected refinements, balancing detail with RTS requirements such as readability, silhouette clarity and gameplay visibility.

Red Rain - Art Director / Artist / Editor / Level Designer

AUG 2025 - PRESENT

- Lead the game's visual direction and coordinate a team of around a dozen artists, maintaining stylistic cohesion through regular reviews with the Game Director and asset team.
- Create and edit in-game, level-support and marketing assets while ensuring artwork is suitable for engine, gameplay and presentation needs.

The Shattered - Principal Artist / Designer (Revenue Share Contract)

DEC 2024 - PRESENT

- Redesigned the game's visual identity across characters, enemies, environments, UI and effects, preserving the original intent while establishing a stronger and more cohesive style.
- Work closely with the lead developer to iterate on and implement assets in-engine, including redesigned characters, environments, visual effects and costume animation.

A Dark Forest - Game Artist / Marketing Artist (Freelance)

DEC 2024 - MAY 2025

- Led a full visual overhaul of the project, developing a new art style in collaboration with the principal writer, musician and programmer.
- Created and edited both in-game and promotional artwork, including public-facing marketing materials for the game's presentation.

ART SKILLS

Illustration

Concept Art

Visual Development

Iterative Design

Style Development

In-Engine Visual Integration

SOFTWARE

Digital Art Software

Unity

Godot

Spine2D

Blender

Adobe Video Editing

WORKING STYLE

Organised Workflows

Pipeline Development

Art Team Coordination

Strong Communication

Team Collaboration

Working with Non-Artists

LONG-TERM ILLUSTRATION EXPERIENCE

Commission Illustration - Freelance Illustrator

10+ YEARS

- Design and illustrate commissioned characters, props, environments and scenes across a wide range of briefs.
- Work directly with clients from initial brief to final delivery, refining concepts and finished artwork in response to feedback.