

ERIN CURTIS

Concept Artist / Visual Development Artist

Email: rinxrt@outlook.com | [LinkedIn](#) | Brighton, England

Portfolio - [www.artstation.com/rinxrt](#)

Narrative-focused concept artist specialising in environment and prop design, with a focus on visual development, iteration, and cohesive worldbuilding for story-driven games.

WORK EXPERIENCE

Event Support Assistant – *Get Into Games: Brighton*

Into Games

03/2026 Brighton

- Assisted with full event setup, including speaker areas, mentoring rooms, and expo space
- Coordinated 1:1 mentoring sessions between industry professionals and attendees (ages 12–21), managing schedules and transitions
- Supported live presentations, including slide control and on-stage technical assistance
- Maintained smooth event delivery across mentoring sessions, talks, and expo areas

Concept artist for *Tír na nÓg: The Rescue of King Dagda*

Hawthorn House

08/2025 - present Remote

- Created environment and prop concepts for tutorial-stage obstacles using **Clip Studio Paint**.
- Produced paintovers and visual development for the refugee camp area, expanding on mood, composition, and storytelling.
- Collaborated with a remote multidisciplinary team, delivering artwork and promotional pieces for the social media crew.
- Took part in regular team meetings, sharing progress, discussing feedback, and contributing visual ideas to the game's overall direction.

UI Bestiary Project (Internship)

oddbugstudio

02/2025 - 04/2025 Remote

- Created creature concepts for a UI bestiary, iterating on feedback to match game style
- Collaborated remotely using **Miro** to support team communication, feedback, and visual development
- Led a follow-up project, providing art direction and ensuring stylistic consistency across assets
- Designed and prepared UI assets in **Photoshop** for integration into the game engine
- Presented work to industry professional for feedback and iteration.

Reference: Daniel Robinson, CEO, Odd Bug Studio – oddbugstudio@gmail.com

GAME JAMS AND COLLABORATIVE PROJECTS

Global Game Jam - Hosted by Unity | 01/2026 | Brighton

- Worked within a small team to develop *Buizaar*, a fantasy renaissance-fair themed game about selling handcrafted masks. Contributed concept ideas and visual development to establish the game's setting and tone within the game jam timeframe

Infinite Form AR Jam | 04/2025 | Hybrid, Norwich

- Designed **3D interactive hotspots** and a **3D map** for an AR project on coastal erosion
- Created assets in **Blender** and **Substance Painter** to improve usability and educational engagement

Internal University Game Jams | 2024–2025

- Participated in range of university-run game jams, developing playable concepts in small multidisciplinary teams, contributing to visual ideas and asset creation in collaborative workflows

Game Jam Frontier Developments | 03/2024 | Remote

- Coordinated a team to develop a waitress management simulation game in two weeks
- Created food and table prop concepts and promotional materials in Photoshop
- Later converted concepts into modular 3D food assets in Blender and Substance Painter for future briefs

EXTRA CURRICULAR ACTIVITIES

Industry Engagement (Games)

2025 – Present

- Regularly attend games industry events, including *Develop:Brighton*, *Guildford Games Festival*, *Women in Games Expo*, and *Global Game Jam* (Unity), engaging with professionals and early-career peers.
- Active in online communities such as Women's Concept Art Association (WCAA), contributing to discussions, sharing work, and staying up to date with industry trends.

Society Lead for M.A.R.S (Metal, Alternative, Rock Society)

Norwich University of the Arts – 2024–2025

- Promoted events via social media and university channels, increasing member engagement and winning the Student Union's 'Best Social Media' award.
- Coordinated meet-ups, gig trips, and organized a charity concert at Adrian Flux Waterfront, raising funds for the Samaritans in partnership with UEA's RAMS Society.

SKILLS

2D Art – Perspective, composition; lighting + colour theory; environment design; character & creature design; visual storytelling; anatomy; thumbnailing & iteration

Technical – Digital painting (*Photoshop*, *Clip Studio*); 3D blockouts (*Blender*, *ZBrush*); texturing (*Substance Painter*); photobashing; basic UI design; *Unreal Engine* familiarity

AWARDS + ACHIEVEMENTS

IG50 Art Winner 2025

Selected for programme supporting working-class talent; gained networking opportunities and concept art development.

Limitbreak Mentee 2025

Selected as a mentee for a competitive programme supporting underrepresented groups in the games industry. Participated in monthly 1:1 mentoring with an industry professional, provided regular project updates, and expanded my professional network through industry events.

EDUCATION

BA (Hons) Games Art and Design | First Class (81.33%)

Norwich University of the Arts - Sept 2022 - July 2025

- Exploration of **industry-standard tools**, with training in anatomy through **wax modelling** and **life drawing** workshops, and a strong foundation in game theory and visual storytelling. Experienced in both short-term game jams and long-term collaborative projects.

UAL Level 3 Extended Diploma in Art and Design | Distinction

Canterbury College - Sept 2019 - June 2021

- Utilized Adobe Creative Suite (**Photoshop**, **InDesign**, **Illustrator**, **After Effects**) to create graphic materials for local businesses, contribute to internal projects, and participated in public exhibitions; also developed strong art analysis skills through academic essay writing.