

Fiona Vanhout

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Video Game Artist & Illustrator | Based in Kent

Experienced video game artist with over a year contributing to professionally published titles and multiple years delivering commercial illustration work.

Experience

Illustration Commission Work (Freelance)

- Over a decade of experience designing and illustrating a wide range of media, including characters, scenes, and props.
- Collaborated closely with commissioners to develop and visually realise their desired vision.
- Actively incorporating feedback and iterating on designs and illustrations to achieve desired results.

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

DEC 2024 - MAY 2025

- Led a complete visual overhaul of the game, developing a new art style.
- Collaborated with a dynamic open-source team that included establishing a visual direction tailored to the game's themes and atmosphere. Meeting and working with the principal writer, musician and programmer.
- Illustrated and edited marketing materials to support the game's promotion.

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

AUG 2025 - Present

- Took on the role of Principal Art Director, redefining the game's visual identity and guiding a team of around a dozen artists to ensure stylistic cohesion.
- Held weekly meetings with the Game Director and asset artists to coordinate visual direction and maintain consistency across production.
- Acted as editor, ensuring all visual assets met in-game requirements and edited and guided marketing visuals to be suitable in multiple environments.
- Served as the primary character artist, contributing numerous in-game assets and frequently stepping in to create last-minute visuals when needed.

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

DEC 2024 - Present

- Overhauled all existing game assets, redesigning visual elements including characters, enemies, environments, visual effects, and UI.
- Held weekly discussions with the lead developer to refine and redesign assets, preserving original intent while establishing a stronger visual identity and style.
- Created and implemented new in-engine visuals to enhance gameplay mechanics and visual effects.
- Fully redesigned characters and environments, integrating them into the engine and producing costume animations.

ART SKILLS

Illustration

Concept Art

Iterative Designs

Stylistic Development

Multi Media Visual

Integration

SOFTWARE SKILLS

Art Software

Unity

Godot

Spine2D

Blender

Adobe Video Editing

GENERAL SKILLS

Organised workflow

Develop work pipelines

Iterative design

Strong communication

Team collaboration

Working with non-artists

Art Team Structuring