

Nathan Emmanuel Thorman

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<https://www.tinywizardworkshop.com/portfolio/portfolio>

Mid-Level Concept Artist | Graphic Designer | 2D Generalist

PERSONAL PROFILE

Multidisciplinary creative with nearly four years of experience in game development across mobile, PC, and console, supported by over six years of broader experience in conceptual art and graphic design. Contributed to titles including *Phantom Galaxies*, *DarkTimes*, and *Scholastic Homebase*, delivering environment, vehicle, prop, and character concepts as well as marketing and pitch visuals. Possesses a strong foundation in digital art techniques and industry-standard workflows, with a sharp eye for lighting, composition, colour, and visual clarity. Experienced in crafting engaging visual narratives and producing high-quality assets that strengthen both in-game worlds and promotional campaigns. Collaborative, adaptable, and production-focused, with a proven ability to mentor developing artists, optimise visual communication, and support cross-disciplinary teams across 2D, 3D, UI, and real-time pipelines.

KEY SKILLS

- Visual Development and Worldbuilding
- Key Art, Marketing Visuals and UI Design
- Cross-Functional Collaboration
- Technical Adaptability and Production Support
- Communication and Mentoring
- Creative Problem-Solving and Time Management
- Adobe Creative Suite, Blender, Unreal Engine, Substance 3D Painter, Figma, ZBrush, ShotGrid, DaVinci Resolve

CAREER

Blowfish Studios

June 2022 – Feb 2026

Concept Artist

Sydney, NSW

- Developed concept art for mobile, console, and PC titles - most notably *Phantom Galaxies*, including characters, environments, props, and vehicles
- Produced high-quality 2D game assets and UI elements to support in-engine implementation and marketing across titles including *DarkTimes*, *Vlad Circus*, *Mirage 7*, *Redemption of the Damned*, *Scholastic Home Base*, and *Blood of Mehran*.
- Supported the 3D team through texture painting and material creation in Adobe Substance 3D Painter, contributing to polished, game-ready assets.
- Collaborated on cinematics for *Phantom Galaxies*, creating 3D models and animated sequences in Blender for trailer and in-engine content.
- Created marketing assets and videos for LinkedIn, Facebook, Instagram, TikTok, and promotional campaigns, supporting launches and studio branding.
- Contributed to pitch decks and Game Design Documents (GDDs), helping define visual direction for internal and client projects
- Led website migration (Squarespace → Wix Studio), improving UX, layout structure, and visual consistency; prototyped layouts in Figma.
- Mentored junior artists and collaborated cross-functionally with Art Direction, Design, Marketing, and 3D teams to deliver cohesive visual outcomes.

CDW Studios

Jun 2022 - Oct 2022

Instructor of Concept Art (Contractor)

Adelaide, SA

- Instructed and guided a class of over 30 university students in digital art techniques and industry-standard workflows

CDW Studios

Dec 2020 - Jun 2022

Junior High School Liaison Officer

Adelaide, SA

- Instructed and guided over 30 students (grades 10-13 & university) in digital art fundamentals including perspective, value, and composition - while teaching industry-standard workflows in Photoshop and Blender
- Developed curriculums and lesson plans through weekly collaboration with educators (Marden Senior College, Flinders University)
- Collaborated on in-house and client animation projects, producing backgrounds, props, characters, vehicles, and environments

Self-Employed

Nov 2016 - Dec 2020

Freelance Concept Artist and Graphic Designer

Adelaide, SA

- Managed client relations, invoicing and bookings, planning and executing project scopes and deadlines.
- Delivered comprehensive visual design solutions encompassing character, environment, and prop concept art and illustrations, as well as branding, logo design, and marketing materials.

EDUCATION

Flinders University

Jan 2018 - Dec 2021

- Honours Degree of Bachelor of Creative Arts
- Bachelor of Creative Arts (Visual Effects and Entertainment Design)

Tafe SA

Jan 2015 - Dec 2016

- Advanced Diploma of Graphic Design

PROJECTS

Blowfish Studios

- Phantom Galaxies
- Scholastic Home Base
- DarkTimes (unreleased)
- MotoGP: Ignition
- Shadowman: Darque Legacy (unreleased)
- Redemption of the Damned (unreleased)
- Blood of Mehran
- Mirage 7 (unreleased)
- Vlad Circus: Curse of Asmodeus
- Elemental Clash (Roblox Experience)

ACHIEVEMENTS

Flinders University

- Chancellor's Letter of Commendation
- University Medal for Outstanding Achievements
- Achieved H1 First Class

The Rookies Awards

- A Grade Rank
- Winner - Career Opportunity Epic Games
- Finalist - Rookie of the year, Concept Art
- Finalist - Studio Internship Weta Digital
- Excellence Award