



ISA DÉU

2D GAME ART & DESIGN

Game Designer currently working in NYC. Originally from Andorra, I grew up in a biracial household in a variety of little countries few people have heard of, which has inspired a sense of curiosity that translates directly into my passion for art, animation, and unique games.

I hope to pay back all of the joy and wonder games have given me by helping create experiences that can be lighthearted, fun, and inspiring.

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L I N K S

PORTFOLIO | isadeu.com

TWITTER | [@isabun_](https://twitter.com/isabun_)

INSTAGRAM | [@isabunn_](https://www.instagram.com/isabunn_)

■ EDUCATION

NEW YORK UNIVERSITY

Bachelor of Fine Arts
Game Design

New York City, NY | Aug 2016 - May 2020

◆ REFERENCES

LISA MELORE
lmelore@willnorth.org

VALENTINE WANAMAKER
johnwanamaker@jackmorton.com

● EXPERIENCE

WILLIAMSBURG NORTHSIDE SCHOOL

ADMINISTRATIVE ASSISTANT & LIBRARIAN

I came into WillNorth to bring the library back to life. In this position, I quickly learned the ropes, and with the spare time from my resourcefulness, exceeded the expectations placed on my role. Self motivated and resourceful, I started assisting other staff where I saw fit, and would proactively solve problems regarding the library, upcoming events, and the school's tech.

STUDIO DRYDOCK

QA

Worked for the studio's Apple Arcade and Switch title *Wylde Flowers*. I joined the team after the lead designer found my feedback valuable and hired me to provide a detailed play report on the game's strengths and weaknesses. Later moving on to look into internal systems, checking balancing, and providing additional smoke testing for the game's release.
October 2021 - February 2022

JACK MORTON

GAME DESIGNER

Created a variety of integrated games projects ranging from small marketing projects to larger experiences for clients such as Coors, Riot Games, and various global entertainment companies, balancing the companies needs with creating enjoyable, new, and successful experiences.
April 2021 - October 2021

PHAT GAMES

PIXEL & PROMOTIONAL ARTIST

Created environmental assets, character animations, and promotional art for Phat Game's title *Kids of Karendow*. I was originally hired to create a tileset, but my consistent work quality led my employer to expand my duties.
September 2019 - January 2021

▲ PROGRAMS

2D ART & ANIMATION

Aseprite · Photoshop · Procreate
· Toon Boom Harmony · Adobe
Animate · Aftereffects · Premiere ·
InDesign

GAME DEVELOPMENT

Unity

3D MODELING

Autodesk Maya · Substance Painter ·
Blender

► SKILLS

Pixel Art & Animation
2D Art & Animation
UI Design
Game Design
Illustration
3D Modeling

▼ LANGUAGES

English · Catalan ·
Spanish · French