



Deirdre ARAGNOU

2D GAME ARTIST

AVAILABLE ASAP

CONTACTS



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[My LinkedIn](#)



[My portfolio](#)

HOBBIES



Video games

- Ace Attorney
- Hollow Knight
- Omori
- Project Sekai
- World of Warcraft
- Deltarune

Music practice

- Played the percussions for 13 years
- Favorite styles :
 - Vocaloids
 - Games OST
 - Metal

Drawing & worldbuilding

I enjoy creating universes with characters living and interacting with one another.

EXPERIENCES

2024-2025 **Graphist**

1 year

ARCPLEX

- Concept art
- Asset creation in a retro pixel art style
- Video editing
- UX/UI web models

2024-2025 **Game Artist 2D**

8 months

Le Code d'Athos -- Fighting game -- PC -- Team of 12

- Concept art
- Asset creation in an engraving art style
- Puppet animation
- VFX
- Promotional artworks conception

2022 **Game Artist**

4 months

Ali'n'Co -- Couch Game -- PC -- Team of 12

- Concept art
- Asset creation
- Animations

2022 **Game Artist 2D (pixel art)**

1 month

Down The Abyss -- Roguelike -- Mobile -- Team of 9

- Concept art
- Asset creation
- Animations
- Promotional artworks conception

SKILLS

Softwares

- Adobe Creative Suite: Photoshop, After Effects, Animate
- Office Suite: Word, Powerpoint
- 3D: 3DSMax, Blender, Substance Painter, Zbrush
- Game engines: Unity, Unreal Engine 4
- 2D : Spine
- Others: Davinci Resolve, Figma

Soft skills

- Teamwork
- Communication
- Organized working method

Languages

- French: native
- English: C1

EDUCATION

IIM Paris

2020 - 2025: Master 2 Game Art

- Use of software
- Concept Art introduction
- 3D props modelling and texturing
- 2D animation