

Dade Fuller

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[LinkedIn](#)

[Portfolio](#)

Selected Works

Gismonda (2024)

Character designer, Texture Artist

- Designed the main character, supporting character, and enemy character
- Developed the character models for animation, using the animation software Spine
- [Link to game](#)

OUTBOARD (2023)

Character Designer, Character Animator, Soundtrack Composer

- Created the concepts for the main character.
- After finalizing the design, it was redrawn and animated using the pixel software Aesprite.
- Composed a four-track soundtrack meshing 8-bit chiptunes with break-beat jungle influences.
- [Link to game](#) and [Soundtrack](#)

Spondooli LLC (2021)

Ed-tech company, I created new character designs for the web page, tech projects, and the new game Spondooli: Boom 'N Bust.

- See more by visiting spondooli.com.
- Incorporating my passion for visual arts into a Kahoot-style educational game, designing 30+ unique characters.
- Sold the product to schools that use it as a part of their business classes, used by 1500+ students.

Professional Experience

Aspen Art NYU, Early Game Design (2023)

Senior Artist, Supervised a team of artists and led the art direction for our various projects, along with creating character designs for other larger-scale projects, combining all branches of EGD

- Organizing various artistic talents and abilities, distributing them according to their strengths.
- Teaching core fundamentals of drawing and technical art skills of Photoshop and Procreate software.
- Communicating art team actions to the art lead and other branches, and relaying back the desired changes.

HIGHTOWER, NYU Capstone Senior Project (2024-present)

Currently, the producer and Creative Art Director of a souls-like third-person shooter in development, with proposals for a Steam release post graduation.

- Creator of the original idea, winter 2024, pitched my idea to the classmates I wanted to work with, and began working in the summer of 2025
- Managing a team of over ten developers
- Lead art director and concept artist for characters in the game
- [Link to website](#)

Education

NYU Game Center, New York, NY

BFA Game Design 2021-Present

Campus International High School

High School diploma and International Baccalaureate diploma, 2016-2021

Relevant Skills

Procreate, Photoshop, Unity, Blender, Autodesk Maya, Adobe Creative Suite, Ableton, FL Studio