

Azrael Casilan

Digital artist and independent project manager.

522 INKSTER BOULEVARD
WINNIPEG, MB
(431) 998-5061
casilanazrael@gmail.com

EXPERIENCE

Little Kitaly — 2D Sprite Artist

OCTOBER 2024 - OCTOBER 2024

For the Extra Life Game Jam I was tasked with making sprites for a 2D platformer. This involved working under a strict deadline and creating separate limbs for a puppet, as well as designing props and enemies.

Gaze — Sprite Animator and Coding assistant

FEBRUARY 2025 - FEBRUARY 2025

A game jam project I worked on as a larger group. I made sprite animations for the main character. I had to cooperate with other people, build the scenes in Unity and create a basic title screen before the deadline.

Brain Rot Studios — 2D Asset Designer and Concept Artist

FEBRUARY 2024 - JUNE 2024

I was tasked with creating concept art and background posters for a 3D horror game. In this project, I had to make and work under self-imposed deadlines and sort priorities.

Barbara the Bear — 2D Sprite Animator and Concept Artist

APRIL 2024 - JUNE 2024

Barbara the Bear was a 2D platformer I drew concept art and animated sprites for by hand. I had to work closely with people and manage scope in order to meet deadlines.

EDUCATION

Interactive Digital Media Course — Technical Vocational High

SEPTEMBER 2023 - JUNE 2024

This course taught me about the production pipeline for making a game and became an opportunity to work on projects in class. I was taught how to create a Game Design Document and the importance of deadlines and communication. Using this opportunity, I worked on a 2D horror game and a 2D platformer for my third year.

SKILLS

Adaptability.

Flexibility.

Teamwork.

Creativity.

2D art proficiency.

HTML proficiency.

Python proficiency.

Javascript proficiency.

Information Technology Course — Technical Vocational High

SEPTEMBER 2022 - JUNE 2024

This class taught me a lot about computers and different coding languages. Through this course I was able to work with HTML and Javascript in order to make small projects. This also gave me an opportunity to learn the basics of Unity 3D where I had to make a small maze for a final project.

PROJECTS

Miracle Cafe — Dating Simulator

Inspired by the likes of the original *Tokimeki Memorial*, Miracle Cafe is a traditional dating sim managed and created by myself. Using python I created a consistent cycle of managing stats and a day/night cycle to manage stats and progression. This is currently still in development.

Monster Puzzlers — Roguelike Dungeon Crawler

Monster puzzlers is a dungeon crawler inspired by the *Pokemon Mystery Dungeon* series and follows the protagonist braving randomly generated dungeons in order to slay or befriend monsters through crafting and puzzles. I created this project using GDscript, taking advantage of Godot's signals and using modular-based structures to build the game. This project is still in development.

Heavenly Havoc — Roguelike RPG

Heavenly Havoc is a boss-rush type game where you serve increasingly harder-to-beat customers in a rpg-like setting. This project was started in Godot 4.3 and includes some basic turn based combat and spells. This is still in development.