

Audrey Claire Dayrit

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SUMMARY

Digital artist specializing in illustration, 2D animation, and game design, with 4+ years of experience in customer service. Lead artist and writer/editor in various small game projects, including side-scrollers and short visual novels.

PROJECT EXPERIENCE

Lead Artist June 2022 - Present

Banner House

- Oversaw all art assets created by team members for game drafts
- Designed recruitable characters and their sprites
- Animated different sets of recruitable character sprites (ex: walking, idling, attacking, etc.)
- Contributed concept art for NPC and playable characters

B.F.A. Group Exhibition Manager Aug 2022 - Nov 2022

SJSU Department of Art

- Worked in a team of 2 to moderate all submitted digital artwork files from students
- Contributed own virtual gallery room to the group exhibition
- Made 3D models such as gallery walls using Blender
- Produced several illustrations and 1 short animation using Procreate for display in a virtual gallery

Illustration Artist, Writer Feb 2022 - April 2022

Patisserie Academy

- Created 11 different character illustration sprites
- Wrote and edited the final draft each character dialogue script

SKILLS

- Google Suite
- Microsoft Word
- 106 WPM Typing Speed
- Organization
- Teamwork
- Adaptability
- Written and Verbal Communication
- Email Communications
- Spreadsheet Management
- Cash Handling
- Cash Reports

WORK EXPERIENCE

Lead Supervisor, Barista Feb 2019 - Present

Tpumps, Inc.

- Led and delegated bar tasks to 3-4 team members
- Responsible for daily money reports and handling cash transactions
- Managed customer concerns through problem-solving, analyzing, and understanding difficult situations
- Collaborated with store supervisors for inventory count and large fundraiser orders

EDUCATION

San Jose State University Aug 2019 - Dec 2022

- Bachelor's of Fine Arts in Digital Media Art
- Specialization in 2D Illustration/Animation