

Audrey Claire Dayrit

2D Illustration & Animation | Narrative Writing

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EDUCATION

2022 BFA. Digital Media Art, San Jose State University

PROJECT EXPERIENCE

- 2022 [Banner House](#) — Lead Artist, Illustration Artist, 2D Sprite Animator
- Ongoing RPG turn-based game combining 2D and 3D assets.
 - Illustration artist for playable characters.
 - 2D sprite animator for playable characters.
 - Direct flow of game aesthetic and asset designs.
 - Delegate artists tasks during each sprint.
- 2022 [Patisserie Academy](#) (NaNoRenO 2022) — Illustration Artist, Writer/Editor
- Short choice-based game inspired by romance visual novel genre.
 - Illustration artist for Strawberry sprites.
 - Script writer and editor for all character dialogue.
- 2022 [Sweet Tooth](#) (Rogue Jam 2022) — 2D Sprite Animator, Artist
- 2D platformer and shooter game with a sweet but dark story.
 - 2D sprite animator for player character and enemies.
- 2021 [CyAn](#) — Lead Artist, Sprite Animator
- 2D platformer and shooter game revolving around a galactic mercenary.
 - 2D sprite animator for player character and enemies.
 - Direct aesthetic flow and design of the game.
- 2021 [Path of Kuzahu](#) — Lead Artist, Sprite Animator
- 2D platformer spin-off based on Hoyoverse's Genshin Impact.
 - Solo artist in charge of background and foreground tiles; sprite animations for player character and enemies.