

Audrey Claire Dayrit

2D Illustration & Animation | Game Design | Narrative Writing

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EDUCATION

2022 BFA. Digital Media Art, San Jose State University

GAME PROJECTS

2022 **Lead Artist, Illustration Artist, 2D Animator**

[Banner House](#)

- Ongoing RPG turn-based game combining 2D and 3D assets.
- Illustrates art and designs for playable characters.
- Animates 2D sprites for playable characters.
- Directs flow of game aesthetic and asset designs.
- Delegates artists tasks during each sprint.

2022 **Illustration Artist, Writer/Editor**

[Patisserie Academy](#) (NaNoRenO 2022)

- Short choice-based game inspired by romance visual novel genre.
- Illustrated sprites for Strawberry character using Procreate.
- Script writer and editor for all character dialogue.

2022 **2D Artist, 2D Animator**

[Sweet Tooth](#) (Rogue Jam 2022)

- 2D platformer and shooter game with a sweet but dark story.
- Animated 2D sprites for player character and enemies.

2021 **Lead Artist, 2D Animator**

[CyAn](#)

- 2D platformer and shooter game revolving around a galactic mercenary.
- Animated 2D sprites for player character and enemies.
- Directed aesthetic flow and design of the game.

2021 **Lead Artist, 2D Animator**

[Path of Kuzahu](#)

- 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.

PROFESSIONAL PROJECTS

2022 **B.F.A. Group Exhibition Manager**

[Resonance](#), SJSU Department of Art

- In-person exhibition for the graduating BFA Digital Media Art seniors of Fall 2022.
- 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.