

Audrey Claire Dayrit

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SUMMARY

Digital artist specializing in illustration, 2D animation, and video editing, with 4 years of experience in customer service. Lead artist and writer/editor in various small game projects, from side-scrollers to visual novels.

EDUCATION

B.F.A., Digital Media Art, specializing in 2D Illustration/Animation

Dec 2022

San Jose State University, CA

SKILLS

Computer: Google Workspace (Docs, Sheets, Slides), Microsoft Word

Digital Media: Adobe Premiere Pro, Adobe After Effects, Blender, Github, HTML, CSS, Procreate

PROJECT EXPERIENCE

Lead Artist, Banner House

June 2022 - Present

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

B.F.A. Group Exhibition Manager, SJSU Department of Art

Aug 2022 - Nov 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

Illustration Artist, Writer, Patisserie Academy

Feb 2022 - April 2022

- Created 11 different character illustration sprites
- Wrote and edited the final draft of the dialogue scripts for each character

WORK EXPERIENCE

Lead Supervisor, Barista, Tpumps, San Jose, CA

Feb 2019 - Present

- Part-time, 28 hours a week
- Delegate bar positions to 3-4 team members per shift
- Collaborate with other store supervisors for inventory, large pre-orders, and overall store management
- Send in daily cash reports and handle transactions as cashier
- Serve over 100 drinks to customers on a fast work pace basis daily

ACTIVITIES

Club Member, Game Dev Club, SJSU

June 2022 - Dec 2022