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ANDREA BORCHARDT

Character Artist & 3ds Max-oholic

Objective

As a game project leader by day and a character modeling lackey by night, I'd like to find an awesome studio where I can devote my undivided creative attention to making the best games on the planet... before I devastate the world's supply of coffee beans.

Things I do to pay the bills

Character Artist (Contract) • Callan Digital Studios, LLC • Tampa, FL • October 2009 – Current

Summary: With an elite team of 4 artists, I create character and prop models for CG television shows... and whatever else pops up.

Projects:

- ◆ Pre-pilot episode of a new kids' television show about cartoon household appliances based on a longstanding toy line
- ◆ Pre-pilot episode of a new kids' television show starring excessively cute babies based on a successful toy franchise
- ◆ Flash/Papervision 3d rotating Christmas web greeting card with a rock n' roll snowman [\[Link\]](#)

Duties:

- ◆ Model humanoid character heads based on 3d scans of toy figures
- ◆ Construct character and prop models based on popular children's toys via reference photos
- ◆ Create and animate low polygon characters for 3d web scenes in Flash/Papervision 3d
- ◆ Paint high resolution textures to be used in CG renders

Lead Game Designer and Artist • Webfoot Technologies, Inc. • Lemont, IL • February 2007 – Current

Summary: Working with a small outsourced team, I oversee the design of Nintendo DS games and also get to make art for them.

Projects:

- ◆ A collection of word puzzles bundled up in one game under a popular educational license (DS, in development)

Previous projects credited as game artist only:

- ◆ *Cubix Mania* (PC, Mac) – Casual block busting puzzle game [\[Link\]](#)
- ◆ *Alien Invasion* (PC, Mac) – Classic alien blasting action [\[Link\]](#)
- ◆ *American Girl: Kit Mystery Challenge* (DS) – Girls' mystery adventure game based on the movie and books [\[Link\]](#) [\[Link\]](#)

Duties:

- ◆ Set artistic direction and style for child-oriented DS game projects
- ◆ Create characters, props, and environments for a 3d engine or 2d pre-rendered sprites on the DS
- ◆ Create textures for characters and environments in a 3d engine or for pre-rendered material
- ◆ Rig and animate characters for a 3d engine or 2d pre-rendered sprites on the DS
- ◆ Design graphical user interfaces that compliment both screens of the DS
- ◆ Write and illustrate game design documents for promotional and technical purposes
- ◆ Manage an outsourced development team to make sure everyone around the globe is on the same page

My arsenal

- | | | | |
|--------------------|-----------------------|-------------------------|--------------------|
| ◆ Autodesk 3ds Max | ◆ Adobe Photoshop | ◆ Pixologic ZBrush | ◆ Crazy Bump |
| ◆ Autodesk Mudbox | ◆ Adobe After Effects | ◆ Allegorithmic MaPZone | ◆ Bag of Starbucks |
| ◆ Autodesk Maya | ◆ Adobe Premiere | ◆ Tortoise SVN | ◆ Coffee maker |

That education thing

The Illinois Institute of Art – Schaumburg • Bachelor of Fine Arts in Game Art & Design • September 2003 – December 2006

Things I do when I'm not playing video games

- ◆ Cartooning
- ◆ Studying Japanese language and culture
- ◆ Promoting love of games in online groups
- ◆ Making even more characters in 3ds Max and ZBrush because I just can't get enough of 'em