Portfolio: **www.InspireRealm.com**

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Andrea Borchardt
Digital Artist & Designer

Objective

After being in the wilds of independent game development, I'm looking to rejoin a studio team to apply what I've learned.

Experience

3D Modeler • ReadySet Technologies, Inc. • July 2019 – Current

Contribute to a library of product models to be used in the virtual reality retail planogram software, *ReadySet VR*.
- Model and texture retail products from photographic reference using Cinema 4D, Photoshop, and After Effects.

Independent Game Artist & Designer • Phanatix Interactive, LLC • May 2011 – Current

Design, develop, and publish multi-platform games independently using Unity 3D and Adobe AIR.

Untitled JRPG-style game (Windows, Mac, Android, iOS) – currently in development

- Develop an original multi-platform role-playing game using Unity 3D with Playmaker and Dialogue System plugins.
- Create anime-style sprite artwork from rendered 3D models for use in a 2D top-down oriented game.
- Write game design and narrative documentation, as well as create pre-production mockups and concept art.

Mobile game *Swift* (Android, iOS) – published in 2012

- Developed a multi-platform arcade shooter game for Google Play, Amazon, and iTunes app stores.
- Designed and programmed in the Adobe AIR framework using ActionScript 3 and SQLite in Adobe Animate/Flash.

Character Artist • Callan Digital Studios, LLC • October 2009 – November 2011

Collaborated with a team of freelancers making 3D art for Hasbro, Inc. licensed franchises.

***Transformers: Fall of Cybertron, Transformers: Prime,* and *Transformers: Generations* toy packaging**

- Modeled *Transformers* robot heads based on 3D scans and toy photos using 3ds Max and TopoGun.

***Baby Alive: Crib Life* animated video used at the 2011 New York Toy Fair**

- Re-topologized baby head models based on 3D scans of toy figures for easier mesh deformation during animation.

***Mr. Potato Head: Talkin' Tatermobile* 2011 television commercial**

- Modeled a car based on a remote controlled toy using photo reference for an animated segment of the commercial.

Lead Game Designer & Artist • Webfoot Technologies, Inc. • February 2007 – February 2011

Managed a team of artists and developers making Nintendo DS games for children and casual audiences.

***Scripps Spelling Bee* (Nintendo DS) • *Scripps Spelling Bee: Word Games* (Amazon Kindle Active Content)**

- Designed a collection of word games to help players improve their spelling while still having fun.

***You Don't Know Jack* (Nintendo DS) • *Fancy Nancy: Tea Party Time* (Nintendo DS) • *My Little Pony: Pinkie Pie's Party* (Nintendo DS)**

- Created user interface pixel art for 2D sprite games in Photoshop and DeBabelizer.
- Extensively tested games and reported steps to reproduce bugs in Bugzilla and DevTrack.

***Fabulous Finds* (Nintendo DS) • *Dream Day Wedding* (Nintendo DS)**

- Compiled background art for seek-and-find levels using 3D models, digital paintings, and stock photos.

***American Girl: Kit Mystery Challenge* (Nintendo DS) • *American Girl: Julie Finds a Way* (Nintendo DS)**

- Modeled and textured low-polygon 3D interior and exterior environments in the style of historical time periods.

Education

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

Primary Skills

• 3D modeling/texturing	• Character design	• Game design	• Graphic & logo design
• Pixel/sprite art	• Character animation	• User interface design	• Storyboards

Secondary Skills

• Scripting (AS3, C#, Python)	• Game prototyping	• QA testing/bug reporting	• Team leadership
• Project management	• Technical/creative writing	• Customer/client interaction	• Sound editing

Favorite Software

• 3ds Max	• Unity 3D	• Cinema 4D	• Photoshop
• After Effects	• Adobe Animate/Flash	• Adobe AIR	• Google Workspace/G Suite

Past & Present Projects

Projects at ReadySet Technologies, Inc.

- Virtual reality retail planogram software, *ReadySet VR* - ReadySet Technologies, Inc., 2019 - Current

Projects at Phanatix Interactive, LLC

- Untitled JRPG-style game (Windows, Mac, Android, iOS) - Phanatix Interactive, LLC 2013 - Current
- Mobile arcade shooter game, *Swift* (Android, iOS) - Phanatix Interactive, LLC 2012

Projects at Callan Digital Studios, LLC

- *Transformers: Fall of Cybertron* toy packaging - Hasbro, Inc. 2011
- *Transformers: Prime* toy packaging - Hasbro, Inc. 2011
- *Transformers: Generations* toy packaging - Hasbro, Inc. 2011
- *Baby Alive: Crib Life* animated video for the New York Toy Fair - Hasbro, Inc. 2011
- *Mr. Potato Head: Talkin' Tatermobile* television commercial - Hasbro, Inc. 2011

Projects at Webfoot Technologies, Inc.

- Word puzzle game, *Scripps Spelling Bee: Word Games* (Kindle Active Content) - THQ, Inc. 2011
- Trivia game, *You Don't Know Jack* (Nintendo DS) - THQ, Inc. 2011
- Word puzzle game, *Scripps Spelling Bee* (Nintendo DS) - THQ, Inc. 2010
- 2D scrolling sprite game, *Fancy Nancy: Tea Party Time* (Nintendo DS) - THQ, Inc. 2010
- Seek-and-find game, *Fabulous Finds* (Nintendo DS) - THQ, Inc. 2009
- Diet and exercise coach game, *The Biggest Loser* (Nintendo DS) - THQ, Inc. 2009
- Seek-and-find game, *Dream Day Wedding* (Nintendo DS) - THQ, Inc. 2009
- 2D scrolling sprite game, *My Little Pony: Pinkie Pie's Party* (Nintendo DS) - THQ, Inc. 2008
- 3D adventure game, *American Girl: Kit Mystery Challenge* (Nintendo DS) - THQ, Inc. 2008
- 3D adventure game, *American Girl: Julie Finds a Way* (Nintendo DS) - THQ, Inc. 2007