

Portfolio: www.InspireRealm.com

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Andrea Borchardt

Independent Game Developer

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

Independent Game Developer • Phanatix Interactive, LLC • May 2011 – Current

Develop and publish multi-platform games independently using the Unity 3D engine and Adobe AIR framework.

Untitled role-playing game (Windows, Mac, Android, iOS) - in development

- Developing an original multi-platform role-playing game using the Unity 3D engine
- Writing game design and narrative documentation, as well as creating mockups and concept art for pre-production

Swift for Android and iOS

- Developed a multi-platform arcade shooter game available on Google Play, Amazon, and iTunes App Store
- Designed and programmed in the Adobe AIR framework using Actionscript 3, SQLite, and XML
- Debugged and tested apps on numerous smartphones for maximum compatibility

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

Worked 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* CG 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 in animation

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

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

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

Managed a team of 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

***Cubix Mania* (Windows, Mac) • *Alien Invasion* (Windows, Mac)**

- Modeled, textured, and animated high-polygon models for rendered 2D sprites to be used in game

***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 design
- Pixel/sprite art
- Character animation
- User interface design
- Storyboarding

Secondary Skills

- Game prototyping
- Scripting
- Project management
- Customer/client interaction
- QA Testing
- Sound editing
- Team leadership
- Technical writing

Software

- Photoshop
- 3ds Max
- Unity 3D
- WordPress
- Flash Pro
- Mudbox
- Adobe AIR
- Actionscript
- After Effects
- ZBrush
- Bugzilla/DevTrack
- HTML/CSS

Past and Present Projects

Projects at Phanatix Interactive, LLC

- Untitled role-playing game (Windows, Mac, Android, iOS) - Phanatix Interactive, LLC 2013 - Current
- Company blog website (WordPress) – www.PhanatixInteractive.com, 2012 - 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* video for the New York Toy Fair - Hasbro, Inc. 2011
- *Mr. Potato Head Talkin' Tatermobile* television commercial - Hasbro, Inc. 2011
- Hair care product coupons and information brochures - Screen Salon 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
- Block puzzle game, *Cubix Mania* (Windows, Mac) - Webfoot Technologies, Inc. 2008
- Arcade shooter game, *Alien Invasion* (Windows, Mac) - Webfoot Technologies, 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
- Top-down 2D sprite construction game, *Tonka: On the Job* (Windows) – ValuSoft, Inc. 2007