

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

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

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

Mobile game *Swift* (Android, iOS)

- Developed a multi-platform arcade shooter game available on 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 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 & logo design
- Pixel/sprite art
- Character animation
- User interface design
- Storyboarding

Secondary Skills

- ActionScript 3/C# scripting
- Game prototyping
- QA testing/bug reporting
- Team leadership
- Project management
- Technical/creative writing
- Customer/client interaction
- Sound editing

Software

- 3ds Max
- Unity 3D
- Cinema 4D
- Mudbox
- Photoshop
- Adobe Animate/Flash
- After Effects
- Adobe AIR

Past & Present Projects

Projects at Phanatix Interactive, LLC

- Untitled JRPG-style game (Windows, Mac, Android, iOS) - Phanatix Interactive, LLC 2013 - Current
- Company 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* animated 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