

SHOSHANA J. BORTNER

shobort@gmail.com | (650)704-4028 | www.shoshanabortner.com

EDUCATION

Bachelor of Arts: Art and Design: Games and Digital Media, **University of California, Santa Cruz** **June 2017**
UC Santa Cruz Dean's Honor List 7 academic quarters **2013, 2014, 2016, 2017**

PROJECTS

Lift, Top Floor Studios, Santa Cruz, CA **December 2016 – Present**

Lead Character Artist

- Teamed with 10 peers to make a virtual reality narrative game set in an elevator inside a hotel
- Developed character concept art and fashioned and rendered character models
- Mentored peer in modeling software
- Fabricated banner and game title logo

Wave Shooter VR, Global Game Jam, Santa Cruz, CA **January 2017**

3D Modeler & Artist/Co-Designer

- Collaborated with 4 peers to make a virtual reality wave shooter where you shoot by waving
- Designed and modeled unique game assets

Ministry of Truth, Team JEMS, Santa Cruz, CA **March 2016 – June 2016**

Artist/Co-Designer

- Cooperated with 3 peers to create a paddle bullet hell information censorship game
- Initiated main game mechanic for game
- Established concept art and main look of the whole game
- Created game assets for entire game

Z.O.N.E.O.U.T, Team Phantasy, Santa Cruz, CA **March 2013 – June 2013**

Artist/Co-Designer

- Worked with 1 peer to make a calculus based platformer
- Conceptualized overall look of the game
- Produced game and sound assets
- Formulated half of the levels

SKILLS

ART AND DESIGN PROGRAMS: Working knowledge of Blender, SAI, Adobe Photoshop, Illustrator, After Effects; experienced with Game Maker and Adobe Flash

COMPUTER: Proficient in Python, Java, JavaScript, C, HTML, Microsoft Word, PowerPoint, Prezi, and Adobe Acrobat

TRADITIONAL ART: Sketching, Illustration, Painting, Clay, Sculpture, Glass Blowing, and MIG Welding

WORLD LANGUAGES: Intermediate Japanese (Speaking/Reading/Writing)

WORK EXPERIENCE

2D Data and TouchUp, Apple via Apex, Cupertino, CA **August 2017 – Present**

Contract 2D Data and TouchUp

- Created the logo for Arti Plaza
- Performed analytical, methodical and QA related tasks
- Navigated through 2D environments
- Identified and recorded problems, conveyed problems to other team members
- Worked with large datasets
- Prioritized competing demands
- Learned new software quickly

Character Artist, Top Floor Studios, San Francisco, CA **Dec 2016 – Present**

Lead Character Artist

- Developed character concept art and fashioned and rendered character models

- Fabricated company logo and business cards

Design Consultant, READ LLC, Atlanta, GA

September 2016 – August 2017

Contract Designer

- Created the logo for Arti Plaza
- Advised material choices for the aesthetic of building projects
- Revamped documents and signs for the project

ACCOMPLISHMENTS

- First place for Audio Award category at UC Santa Cruz Sammy Awards **June 2017**
- Second place for Grand Prize at UC Santa Cruz Sammy Awards **June 2017**
- Second place for Technical Achievement Award at UC Santa Cruz Sammy Awards **June 2017**
- Third place for Visual Arts Award at UC Santa Cruz Sammy Awards **June 2017**
- Second place for game design in the Foundation Prize category at UC Santa Cruz Sammy Awards **June 2013**