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

Data Imagery Editor (2D Environment), Apple via Apex, Cupertino, CA   **August 2017 – Present**
　　Contract Data Imagery Editor
- Efficiently identify and correct issues by annotating 2D imagery
- Optimize existing processes in order to meet client's goals
- Skillfully analyze and remedy deficiencies by marking 3D generated data
- Communicate effectively in a team environment in order increase productivity
- Use comparative analysis to establish conformity throughout projects
- Self QA assigned tasks prior to completion
- Ability to be open and receptive to feedback and execute necessary changes in a timely manner

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**