

# SHOSHANA J. BORTNER

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## SUMMARY

I'm an animator/artist with a QA background. The studio I last worked at closed its doors shortly after I had switched from a pure QA role to one that was joint in animation. Prior to the title change, I had been assisting with animation, concept, and 3D models when the art team needed assistance. I want to continue my journey into the arts and will be an eager asset to your team.

## SKILLS

**ART AND DESIGN PROGRAMS:** Blender, Adobe Photoshop, Illustrator, After Effects, Game Maker and Adobe Flash

**COMPUTER:** Python, Java, JavaScript, C, HTML, Google Suite, Prezi, Adobe Acrobat, Monday, Asana, Lua

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

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

## WORK EXPERIENCE

### Animator/Quality Assurance Specialist, Funomena, San Francisco, CA

February 2020 – March 2022

Animator/ Quality Assurance Specialist

October 2020 – March 2022

- Create and assist in gameplay loops across various games
- Make animations for Roblox games and work with tech art and engineering members to create a functional animation pipeline within the program
- Fabricate concept art and 3D models for assets

3D Animation Intern

February 2020 – September 2020

- Test VR games and collaborate with team members on bug fixes
- Assist with filtering game audio and created debug level entry points in Unity
- Communicate suggestions for gameplay to improve player experience
- Study animation and 3D modeling under the guidance of studio artists

### QA Production Specialist, Uber, Palo Alto, CA

September 2018 – February 2020

Contract Production Operator

- Test Uber's core software
- Gather input from other testers
- Communicate needed improvements to the software engineers.
- 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/Designer, Top Floor Studios, San Francisco, CA

December 2016 – Present

Lead Character Artist

- Develop character concept art and fashion and render character models
- Coordinate with other artists to make sure character art was unified across the game
- Fabricate company logo and business cards

### Data Imagery Editor (2D Environment), Apple via Apex, Cupertino, CA

August 2017 – September 2018

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

**Design Consultant, READ LLC, Atlanta, GA**

**September 2016 – August 2017**

Contract Designer

- Create multiple logos for malls and hotels
- Advise material choices for the aesthetic of building projects
- Revamp documents and signs for the project

## **PROJECTS**

**Ralph Lauren: The Winter Escape, Funomena, San Francisco, CA**

**August 2021 – January 2022**

Animator/Quality Assurance Specialist

- Supported game design and engineering teams with tasks related to gameplay mechanics such as arranging placement of 3D game assets across ice skating environment, and supporting level design for weekly scavenger hunt
- Iterated on scavenger hunt gameplay based on internal and external playtesting feedback
- Animated all the unique animations needed for the game; worked with tech art/engineering members to create functional animation pipeline within Roblox's constraints
- Created concept art for some of the objects found in the environment and iterated on concept art with internal stakeholders
- Ran quality assurance throughout the project and automated the bug reporting system through Monday
- Coordinated teams of internal and external QA testers and compiled their feedback for developers; worked with third-party testing platform to execute playtesting plan
- Created and owned a live-ops checklist for testing while the game was live; Collaborated with engineering lead and team members to reproduce bugs and test fixes
- Supported live-ops development process by performing regular test plans; collaborated with producer to log and prioritize all live bugs
- Created and launched QA testing template based on engineering, design, and production needs

**Magic Beanstalk, Funomena, San Francisco, CA**

**May 2020 – May 2021**

3D Animation Intern/Quality Assurance Specialist

- Ran quality assurance throughout the project
- Worked with team to conceptualize overall game concept
- Explored program for the studio
- Designed two of the mini games and supported team members on others
- Concepted and modeled objects in the game
- Coded some elements in the game
- Assisted with environmental set dressing
- Created ads for game and iterated on designs with art team

**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 &amp; 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

**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**

**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**