PETER BORSCH

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SKILLS

Production

- Agile, SCRUM, Hybrid, Waterfall, PMI

Production Tools

- Jira, HackNPlan, Gantt Charts

Engines

- Frostbite, Unreal Engine 4, Unity

Scripting Languages

- UE4 Blueprints, C#

Versioning Software

- Git Hub, Git Bash, Source Tree, Perforce

Other Software

- Xbox GDK, PlayStation SDK
- TestRail
- Confluence
- Maya
- Adobe: *Photoshop, Illustrator, InDesign, Premiere Pro*
- Microsoft Office: *Excel, PowerPoint, Word*

EDUCATION

LaSalle College Vancouver | Vancouver, BC

October 2017 – June 2019
Game Art and Design Diploma

- *Project management, game design theory, level design, and scripting*

AWARDS

Honor Role
for maintaining a GPA of at least 3.5

- Winter 2019

Dean's Honor Role
for maintaining a GPA of at least 3.7

- Fall 2017; Winter, Spring, Summer, Fall 2018; Spring 2019

Graphic Designer

Summary

Passionate and enthusiastic game design graduate with three years of experience and a strong grasp of Adobe tools looking for opportunities in graphic design.

Experience

Electronic Arts Vancouver, Keywords Studios (contractor)
Development Support I | May 2021 – April 2022
FIFA, 3D Football/Soccer Simulation | Frostbite | PS5, PS4, XBSX, XB1, PC, Stadia

- Member of Commerce (FIFA 22), Systems/Server (FIFA 22), and Game Modes (FIFA 23) teams
- Quality assurance (QA) of user interface (UI) flows for in-game purchases
- Daily 5-point smoke testing of current builds
- Built shelf changes locally using Perforce
- **Build Master** during FIFA 22, including organizing and managing working builds, creating package builds to store offline, and communicating build changes to team
- Organized and updated onboarding documentation for training of new hires
- Identifying and documenting bugs, and regressing to verify fixes
- Prepared quality verification briefs to document assessment of game features and scope of QA

LaSalle College Vancouver (formerly The Art Institute)
Teaching Assistant | Level Design | October 2018 – June 2019

- Provided in-person instruction and assistance to Level Design I students using Unreal Engine 4 (2 classes, 8 hours per week)
- Evaluated and provided feedback on projects submitted by students

Tutor | Photoshop | October 2018 – June 2019

- Provided supplemental instruction and tutoring in Photoshop outside of the classroom as requested by students or recommended by instructors

Producer and UI Designer | July 2018 – June 2019
Accelerate, High Octane 3D Multiplayer Car Combat Racing Game | Unreal Engine 4

- Successfully managed designers, engineers and artists using HackNPlan to achieve the teams' vision for the project
- Established pipelines for design, engineering, art and sound so that development could flow seamlessly
- Led weekly collaboration meetings and one-on-one discussions with the team to review development progress and ensure cross communication
- Designed user interface (UI) using Unreal Engine 4 to achieve quick and smooth flow through the game's menus
- Created and presented a deck that recruited six artists to the team

Other Experience

Transfishin', Fishing game created for Global Game Jam 2018 | Unity

Observatory, VR Experience created for Australian Company Liminal | Unity

Greyscale, 3D Puzzle Platform game | Unreal Engine 4