

PETE BORSCH | PRODUCER



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PRODUCER

ACCELERATE: 3D MULTIPLAYER CAR COMBAT RACING GAME - UNREAL ENGINE 4 - PC - ITCH.IO

JULY 2018 - JUNE 2019

- SUCCESSFULLY **MANAGED** DESIGNERS, ENGINEERS AND ARTISTS USING HACKNPLAN TO PRODUCE A PLAYABLE ALPHA BUILD
- **MANAGED** TEAM TIME AND RESOURCES TO ACHIEVE THE TEAMS' VISION FOR THE PROJECT
- CREATED AND PRESENTED A DECK THAT **RECRUITED** SIX ARTISTS TO THE TEAM
- RAN ONE-ON-ONE MEETINGS WITH THE TEAM TO GUAGE TEAM HEALTH AND REVIEW DEVELOPMENT PROGRESS
- ESTABLISHED PIPELINES FOR DESIGN, ENGINEERING, ART AND SOUND SO THAT DEVELOPMENT COULD FLOW SEAMLESSLY
- OVERSAW CRUNCH DEVELOPMENT TO ENSURE PROJECT WOULD BE DELIVERED ON TIME
- **SUPPORTED** THE NEEDS OF THE TEAM WHEREVER POSSIBLE

PRODUCER / GAME DESIGNER

TRANSFISHIN': 2D VERTICAL-SCROLLING, HIGH SCORE BASED FISHING GAME - UNITY - PC

JANUARY 2018

- SET **DELIVERABLE** GOALS FOR THE TEAM DURING 2018 GLOBAL GAME JAM
- DESIGNED MAIN MENU UI
- UI SCRIPTING IN C#

PRODUCER

GREYSCALE: 3D PUZZLE PLATFORMER - UNREAL ENGINE 4 - PC

APRIL 2019 - JUNE 2019

- INTRODUCED **SPRINT** AND TASK MANAGEMENT PRACTICES USING HACKNPLAN
- **PLANNED** AND **MANAGED** THE PRODUCTION PIPELINE
- **TRAINED** JUNIOR PRODUCER IN PROPER PRODUCTION PRACTICES TO ENSURE SUCCESSFUL TRANSITION OF RESPONSIBILITIES

PRODUCER

EARTH: ORBITAL DEFENSE: ENERGIZING FPS VR EXPERIENCE - UNITY - OCLUS GO

MAY 2019 - JUNE 2019

- SET QUALITY STANDARDS TO ENSURE THE SUCCESS OF THE PROJECT
- ESTABLISHED **SCOPE** CONTROL TO ENSURE THE PROJECT WAS FINISHED ON TIME
- USED TASK TRACKING SOFTWARE HACKNPLAN TO MANAGE DEVELOPMENT TASKS

PRODUCER

LAI D BACK LAKE: RELAXING VR FISHING EXPERIENCE - UNITY - OCLUS GO

MAY 2019 - JUNE 2019

- **CONTROLLED** AND **MANAGED** DEVELOPMENT TIMELINE
- USED **SCRUM** TO UPDATED DEVELOPMENT TEAM OF PROJECTS STATUS
- USED TASK TRACKING SOFTWARE HACKNPLAN TO MANAGE DEVELOPMENT TASKS

ARTIST / GAME DESIGNER

OBSERVATORY: VR SOLAR SYSTEM BUILDING SIMULATOR - UNITY - OCLUS GO

NOVEMBER 2018 - DECEMBER 2018

- CREATED 3D MODELS, UV AND NORMAL MAPS FOR THE SOLAR SYSTEM AND ASTEROID BELT
 - MADE HDRI SKYBOX WITH LIGHT-EMITTING NEBULA
 - WORKED WITH OTHER DESIGNERS DURING CONCEPT AND PROTOTYPE PHASE TO COME UP WITH THE "BUILD YOUR OWN" SOLAR SYSTEM IDEA
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PRODUCTION SKILLS: AGILE, SCRUM, HYBRID, WATERFALL, PMI

PROJECT MANAGEMENT TOOLS: HACKNPLAN, GANTT CHARTS

ENGINES: UNREAL ENGINE 4, UNITY

SCRIPTING: UE4 BLUEPRINTS, C#

VERSIONING SOFTWARE: GIT HUB, GIT BASH, SOURCE TREE

MICROSOFT OFFICE: EXCEL, POWERPOINT, WORD

OTHER EXPERTISE: PHOTOSHOP, ILLUSTRATOR, INDESIGN, PREMIERE PRO, MAYA 2018

SOFT SKILLS: LEADER, COMMUNICATOR

LASALLE COLLEGE VANCOUVER

OCTOBER 2017 - JUNE 2019

- COMPLETED AN INTENSIVE TWO-YEAR PROGRAM FOCUSED ON **PROJECT MANAGEMENT**, GAME DESIGN, LEVEL DESIGN, AND SCRIPTING

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EXPERIENCE

SKILLS

EDUCATION