

Los Angeles, California
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Grayson Borchardt

SKILLS

Game Development
Unreal Engine
Unity
C#
Visual Studio

3D Modeling and Rendering
Maya
Blender
SketchUp
Lumion
Twinmotion
Realityscans

Design and Technical Software
AutoCAD
Civil3D
Revit
Adobe Creative Suite
Photoshop
Illustrator
InDesign
Adobe Painter

AI SYSTEMS AND AGENTS
Chat GPT
Claude
Claude Code
Blender API
Unreal Engine API
Meshy AI
Tripio AI

ADDITIONAL SKILLS
*Hand Graphics and Sketching
Level Design
Environmental Storytelling
Combat Flow and Sightline Design
World Building
Spatial Planning
Team Collaboration
Systems Thinking
Character Design
Narrative Design & Mission Design

GRAYSON BORCHARDT

EDUCATION

New York Film Academy | Burbank CA
Master of Arts Video Game Design | 2025

Texas Tech University | Lubbock TX
Bachelor of Science Landscape Architecture | 2020

EDUCATIONAL EXPERIENCE

- **Highwater** | Creator and Lead Designer | 2024 to Present
- **Game Design Studio IV** | Game Designer and Level Designer | 2025
- **Game Design Studio III** | Game Designer and Environment Artist | 2025
- **Game Design Studio II** | Systems Designer and Environment Artist | 2025
- **Game Design Studio I** | Systems Designer and Environment Artist | 2024
- **Smart Border** | Urban and Regional Planning Thesis | 2019
- **Resurrected Reef** | Landscape Architectecture & Planning Thesis | 2020

PROFESSIONAL EXPERIENCE

LJA Engineering | Landscape Designer | McKinney TX | 2020 to 2025
- Produced grading plans construction documents and concept packages for commercial projects
- Built three-dimensional site models and visualizations to support client approvals and design reviews
- Coordinated with engineers architects and planners to deliver build ready documentation

SWA Group | Landscape Architect | Dallas TX | 2022 to 2023
- Led projects for university and hospitality clients in a project management capacity
- Developed concept packages design graphics and technical construction documentation
- Facilitated coordination across multidisciplinary teams to ensure execution quality

MP Studio | Landscape Architect Intern | San Antonio TX | 2019
- Produced site plans elevations and visual presentation graphics in Photoshop
- Created hand rendered drawings for design charrettes and client proposals
- Assisted with permit documentation and tree preservation planning

Parkhill Smith and Cooper | Landscape Architect Intern | Lubbock TX | 2018- 2019
- Assisted with layout development and construction documentation for municipal projects
- Produced Photoshop renderings and AutoCAD grading plans
- Supported final presentation packages for client review

Texas Tech University | Research Assistant Landscape Architecture | Lubbock TX
- Contributed to redesign proposals for Texas Department of Transportation offices
- Produced schematic layouts and visual renderings for project presentations
- Supported research and documentation development for design team

Archiverde | Landscape Architect Intern | Dallas TX | 2018
- Built SketchUp models for high end residential projects
- Assisted in construction documentation and site survey preparation

Naturescapes | Landscape Architect Intern | Hudson Oaks TX | 2017 to 2021
- Assisted in installation and design of residential landscape projects
- Consulted with clients on design solutions and implementation strategies
- Produced hand rendered sketches for proposals and bids

Ecosystem Planning & Restoration | Environmental Technician Intern | Tomball TX
- Conducted wetland delineations and monitored groundwater conditions
- Assisted in environmental field assessments and reporting

HARD WORK BEATS TALENT,
WHEN TALENT DOESN'T WORK HARD