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Kevin Ortiz

3D Artist

3D artist with eight years of experience designing assets for AAA games and animated series. Specializes in low-poly modeling, sculpting, and texturing for immersive environments. Collaborative and deadline-driven. Advancements and business success.

Contact



(000) 000-0000



email@example.com



Portfolio



Austin, TX 73301

Education

Bachelor of Fine Arts (BFA) in Game Art and Design

The Art Institutes, Houston, TX | May 2015

Professional Experience

3D ARTIST | MOONLIGHT GAMES, AUSTIN, TX
MARCH 2018 – PRESENT

- Designed 300+ low-poly assets for open-world Role-Playing Game (RPG) released in 2021
- Improved asset delivery time by 25% by streamlining the team's pipeline
- Collaborated with animation team to rig 20+ characters

3D GENERALIST | INDIE PIXEL STUDIO, AUSTIN, TX
JANUARY 2016 – FEBRUARY 2018

- Created props and character assets for short-form animation projects
- Implemented lighting systems that improved visual consistency
- Coordinated weekly peer review sessions for feedback

Certifications

- Certified Autodesk Maya Professional, Autodesk, August 2016