

Kevin Ortiz

3D Artist

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3D artist with 8+ years of experience designing production-ready assets for AAA games and animated series. Specializes in low-poly modeling, organic sculpting, character rigging, and environment texturing for immersive open-world environments. Known for improving asset delivery pipelines by 25%, collaborating across animation and art direction teams, and delivering 300+ polished assets for commercially released titles.

Professional Experience

3D Artist, Moonlight Games, Austin, TX
March 2018 – Present

- Designed and delivered 300+ low-poly environment and prop assets for an open-world RPG released in 2021, contributing to a game that achieved 500,000+ units sold in the first quarter
- Improved asset delivery time by 25% by streamlining team pipeline with standardized naming conventions, LOD workflows, and batch-export automation scripts
- Collaborated with the animation team to rig 20+ characters including main heroes, NPCs, and enemy archetypes, ensuring clean deformation across all in-engine movement states
- Led weekly asset review sessions for a team of 6 artists, providing technical and aesthetic feedback that maintained visual consistency across 8 distinct game biomes

3D Generalist, Indie Pixel Studio, Austin, TX
January 2016 – February 2016

- Created props and character assets for 4 short-form animation projects, producing 80+ production-ready models across environments, vehicles, and characters
- Implemented lighting systems using three-point and HDRI setups that improved visual consistency across 3 animated short films and reduced post-production color correction time
- Coordinated weekly peer review sessions for a team of 5 artists, establishing a feedback culture that improved first-pass asset approval rate from 60% to 85%

Key Skills

- 3D modeling and low-poly asset production (Maya, Blender)
- Texturing and material creation (Substance Painter)
- Environment design and modular asset systems
- Character modeling and organic sculpting (ZBrush)
- Animation rigging and skeleton setup

Education

The Art Institutes, Houston, TX
Bachelor of Fine Arts (BFA) in Game Art and Design

Certifications

Certified Autodesk Maya Professional, Autodesk, August 2016