

Frank Orta

3D Artist

[LinkedIn](#) | frankortaro32@gmail.com | [Portfolio](#)

Orlando, FL | (786) 444-6964

Summary

3D Artist with 5+ years producing game-ready and film-quality assets. I've participated in over 20 projects, often owning high-visibility pieces and collaborating across teams to deliver polished results. Strong pipeline and optimization experience; skilled in Maya, After Effects, Substance Painter, and Unreal/Unity.

Experience

3D Artist II — [Mass Virtual Inc.](#)

Orlando, FL - Nov 2022 - Jan 2026

- Modeled, UV-mapped, and textured over 200 photo-real props and environment assets for a VR military simulation. Developed unique shaders and base materials for each project.
- Led field capture trips, managing photography and photogrammetry/3D scanning workflows to produce high-fidelity reference and scan data. (Leica RTC and Artec Leo)
- Created a company-wide asset library and smart materials in Substance Designer/Painter, reducing duplicate work and speeding asset reuse.
- Established asset creation pipelines and naming conventions to improve hand off and team collaboration with Perforce and Jira.
- Supported animation, scene lighting, and final render/pass preparation.

3D Interior Designer — [Artistic Cabinet Shop](#)

Orlando, FL - May 2025 - Aug 2025

- Modeled and textured 20+ custom furniture and kitchen appliance assets per client specifications; produced photo-real render scenes with D5 Render.
- Implemented strict material and UV guidelines to ensure design-accurate textures and consistent visual quality across projects working alongside Lead Interior Designer.
- Communicated with clients and design leads to iterate on concepts and deliverables on schedule.

3D Generalist — [Tippy Topper](#)

Orlando, FL - Dec 2020 - May 2022

- Produced over 25 film-optimized 3D models, scenes, textures, and animations following storyboards and concept art for a short film.
- Implemented asset pipelines and optimized geometry and textures for render efficiency and consistent scene assembly. Created over 5 different environments which were used in the final product.

Skills

Software: Maya, Blender, ZBrush, Substance Painter, Substance Designer, Marmoset Toolbag, Unreal Engine, Unity, D5 Render, Houdini, Photoshop, Illustrator, Premiere, After Effects, Perforce, Jira, V-Ray

Core Competencies: Game-ready asset creation, VFX, Animation, PBR texturing, high-to-low baking, normal maps, UV mapping, hard-surface modeling, sculpting, photogrammetry/3D scanning, LOD and real-time optimization, scene assembly, lighting, pipeline creation, interior design, scan data

Education

University of Central Florida

Orlando, FL - July 2019 - May 2022

Bachelors in Character Animation

Associate in Graphic and Commercial Arts