

CASSANDRA ORTIZ

cassandraortiz.xyz
[linkedin.com/in/cassandra-ortiz](https://www.linkedin.com/in/cassandra-ortiz)
cass.ortiz127@gmail.com

EXPERIENCE

Center for Educational Informatics / Digital Artist Research Assistant

May 2019 – Present

- Pitched concept art for new 3D character, sculpted in Zbrush, retopologized/UV mapped in Maya, and textured in Substance Painter and Photoshop
- Created storyboard and modeled/textured several 3D character assets for Visual Novel
- Sculpted, modeled, textured multiple character clothes and baked details using high-poly to low-poly workflow
- Rigged and created blend shapes for multiple characters
- Created trim sheets and built modular environment assets to reduce texture space and increase efficiency for game in Unity

Trone Brand Energy / UX Intern

July 2018 – May 2019

- Conducted remote usability and user moderated testing with Validately to attain qualitative user feedback on new design features for an emerging social media platform
- Compiled findings and presented to Lead UX Strategist, Developers, and Account Managers
- Created wireframes and prototypes in UX Pin based on observational findings to increase engagement and accessibility
- Worked with Lead UX Strategist to write copies on User Experience for company blog

UNCW Dept. of Computer Science / Research Assistant

Sept. 2017 – Dec. 2017

- 3D modeled and textured William R. Davie's house (former NC governor and founder of UNC system) with Maya using images and plans provided by the Division of State Historic Sites

NASA Langley Research Center / Unity Developer Intern

May 2017 – Aug. 2017

- Updated the graphics elements of the Community Noise Test Environment (CNoTE) virtual reality simulator application while maintaining compatibility with the rest of the environment
- Developed in Unity writing C# functions to call native C++ plugins and tested the application with Oculus DK2

Corning, Inc. / Software Engineer Intern

Sept. 2016 – April 2017

- Modified an internal tool programming in Visual Basic and SQL to handle multiple databases used by production workers

EDUCATION

Master of Art + Design, Experimental Media Arts

North Carolina State University

Dec. 2021

B.S. Computer Science, Digital Arts Concentration Studio Art Minor

UNC - Wilmington

Dec. 2017

DESIGN

Maya
ZBrush
Substance Painter
Unity
Photoshop
Illustrator
InDesign
After Effects
Premiere Pro
XD
UXPin

PROGRAMMING

P5JS
Processing
HTML
CSS
Javascript
C#

LANGUAGES

English (Native)
Spanish (Native)