

# Francisco (Frank) Orellana: Visual Artist

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## OBJECTIVE:

To obtain a career in the entertainment production industry where I can contribute and develop my skills in 3D modeling, visual effects, or interactive multimedia.

## EXPERIENCE:

### **March 2010 - Present: Benxing Entertainment, Columbia, MD – 3D Artist**

Work with a small team to create high quality online videogames. Responsibilities include modeling (character and environments), texturing, rigging, game design, UI, particle effects, and animation.

### **June 2009 - January 2010: Pixel Perfect, Greenbelt, MD - Lead FX/Animation Compositor**

Lead the FX/animation compositing group for a sci-fi pilot. Worked on creating digital effects like blood splatter, electric shock, hologram room, and crowd placement in After Effects.

### **2009: Project Jumper, UMBC, Baltimore, MD – Character Artist**

Concept, modeled, textured, and rigged characters and environments for a FPS video game.

### **2009: Imaging Research Center, Baltimore, MD - Internship w/ Kevin Kallaugher(Kal)**

Help create animations for Kal's political cartoons on Democracy.net. Used Adobe flash to create and program the animations using Actionscript 3.0

### **2008: “Bellows” by Eric Dyer, UMBC, Baltimore, MD - 3D Paint Modeler**

Painted 3D models used for an art installation and cinema that was premiered at Siggraph 08. The form of art was a combined concept of the zoetrope, a pre-cinema optical toy, with rapid-prototype 3-D printing and fast-shutter digital video.

## SKILLS:

AutoDesk: Maya

Adobe: Photoshop, After Effects, Flash, Dreamweaver

ZBrush

Final Cut

Corel: Painter

Unity 3D

## EDUCATION:

University of Maryland, Baltimore County (UMBC): 2007-2009

B.A. Visual Arts - Animation (Cum Laude) GPA 3.67

## HONORS AND AWARDS:

UMBC Imaging Research Center Fellowship: 2008-2009

\$5,000 scholarship on excellent visual art

Golden Key member: 2008- Present

## REFERENCE:

References are available upon request