

Anthony Le

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PROJECTS

ICVFX Virtual Production VIST-206 - Co-Operation

January 2025 - May 2025

Lead Virtual Production Operator/Sound Production/VFX Artist/Composer

- Created a digital environment for use in the virtual production studio at Star Labz Rellis Campus, created a Houdini Snow Simulation, and utilized VFX compositing in post-production to produce a stunning short film.

Gigajam - Wacky West

March 2025

Co-Lead 3D Character Artist and Animator / Sound Production / 3D Generalist

- Sculpted, retopologized, and animated a Sheriff character model on a strict 36 hour deadline.

Chillenium Game Jam - Boogie Man

February 2025

Lead 2D Artist / Co-Lead 3D Character Artist and Animator / Character Concept Artist

- Created Low poly 3D models, rigs, and animations for characters to be implemented for Unreal Engine 5.

Unreal Engine Interactive Experience - Push or Perish

Oct. 2024 – Dec. 2024

Team Manager / Lead 3D Modeler & Animator / Lead Programmer / Sound Production

- Utilizing Unreal Engine 5 to create digital environments, models, and animations for an interactive experience.

Animation Youtube Channel - Higher Goblin Fiend Collective

Aug. 2024 – Present

Co-Owner / Co-Lead 3D Artist & Animator

youtube.com/@HigherGoblinFiendCollective

- Producing indie animations and continuously improving 3D Generalist skills outside of university workload.

WORK EXPERIENCE

Texas A&M University - College of PFVA

January 2025 – Present

Peer Teacher Student Assistant

College Station, Texas

- Supporting peer students in VIST-106 with 3D modeling, surfacing, and 3D production techniques.

Sailpoint Inc.

June 2023 – August 2023

Software Engineering Internship

Austin, Texas

- Developing backend connectors between Sailpoint's software and third party application APIs.

AWARDS

Electronic Arts Alumni Award Scholarship

May 2025

Chandler Studios Aggie Alumni Award Scholarship

May 2025

Best in Time-based Media - Gigajam 2025

April 2025

Best in Visuals - Chillenium Game Jam 2025

February 2025

Dean's List Honoree in the College of PFVA

December 2024

VOLUNTEER

Texas A&M University - Viz-a-gogo Exhibition

January 2025 – Present

Interstitials Team Member & Student Volunteer

College Station, Texas

- Acted in Interstitials skits and volunteered for setting up exhibitions for student's works in Visualization.

Texas A&M University - Visualization Industry Fair

Fall 2024 – December 2024

Outreach Team Member

College Station, Texas

- Contacted industry professionals to gather judges and volunteers for the Visualization Industry Fair.

EDUCATION

Texas A&M University - Bachelors of Science in Visualization - 4.0 GPA

August 2023 - Present

SOFTWARE, SKILLS & INTERESTS

- Software:** Blender, ZBrush, Unreal Engine 5, Autodesk Maya, Git, Perforce, Substance Painter, Houdini
- Skills:** Character Modeling, Animation, 3D Modeling, Sculpting, Rigging, Surfacing
- Interests:** Character Art, Japanese Anime, Music, Audio Production