

Anthony Le Technical Artist | anthonyle.cs3d@gmail.com|AnthonyLeCS3D.com

PROJECTS

Unreal Engine Video Game - Magical Girls with Machine Guns **January 2026 - Present**

Team Manager / Lead Programmer / Technical Artist / Character Modeling

- Currently developing an unreal engine video game as its main programmer while also coordinating a team of 8 students at the Fort Worth Visualization studio.

Unity Video Game - Slashimi: All Out of Clams **February 2026**

Technical Artist / UI Artist / Look Development Artist / Sound / Character Modeling & Rigging

- Created the first place award winning video game within 48 hours at the world's largest collegiate game jam
- Produced shader graph materials with custom parameters to dynamically be adjusted in game logic.

Unity Video Game - Shadowshift **Sep. 2025 - Dec. 2025**

Lead Programmer / Lead Rigging Artist / Technical Artist / Animation / Sound Production

- Developed a Unity game using C# handling player mechanics, animations, VFX, and game structure.

Unreal Engine ICVFX Virtual Production - Co-Operation **January 2025 - May 2025**

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

- Created a digital environment in Unreal Engine 5 for the virtual production studio at Star Labz Rellis Campus.

WORK EXPERIENCE

Red Productions **October 2025**

Production Assistant

Fort Worth, Texas

- Assisted with setting up stations and cleaning up around sets for a music video production.

Texas A&M University - College of PFVA **January 2025 – May 2025**

Peer Teacher Student Assistant

College Station, Texas

- Supported 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

First Place - Chillenium Game Jam 2026 **February 2026**

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 – May 2025**

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 - 3.9 GPA **August 2023 - Present**

Programming Languages: C#, Python, Java, Go, C++, HLSL

Software: Blender, ZBrush, Unreal Engine 5, Unity, Autodesk Maya, Git, Perforce, Substance Painter, Houdini, Nuke, Jira, Miro

Skills: Technical Art, Programming, Game VFX, Character Modeling, Rigging, Surfacing, Animation, Sculpting, Compositing

Interests: Game development, Sound Production, NPR stylized rendering