

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

- Developing an unreal engine video game as its main programmer and technical artist, bringing magical girls to life with sparkly visuals and engaging gameplay

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.

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

Raving Aggie Vizzer in Gaming - Viz-a-gogo 33 May 2026

Best Body of Work - Viz-a-gogo 33 May 2026

Best in Technical - Gigajam 2026 April 2026

First Place - Chillenium Game Jam 2026 February 2026

Best in Technical - Gigajam 2026 April 2026

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

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, Compositing

Interests: Game development, Sound Production, NPR stylized rendering