Anthony Le

Technical Artist

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WORK EXPERIENCE

EA SPORTS SEPTEMBER 2026 → DECEMBER 2026
Technical Artist Internship Austin, Texas

- Evolving the Swarm crowd technology in American Football to optimize performance and introducing rich visual diversity to create a more immersive and authentic football experience.
- Investigating and streamlining the cinematic character to crowd character conversion pipeline to reduce overhead labor dramatically for technical artists and the art department.

RED PRODUCTIONS OCTOBER 2025
Production Assistant Fort Worth, Texas

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

COLLEGE OF PFVA – TEXAS A&M UNIVERSITY 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.

PROJECTS

MAGICAL GIRLS WITH MACHINE GUNS JANUARY 2026 → PRESENT
Team Manager • Programming • Technical Artist • Character Modeling Unreal Engine 5

- Developing an unreal engine video game to bring magical girls wielding lethal firearms to life with high octane visuals and engaging gameplay

SLASHIMI: ALL OUT OF CLAMS FEBRUARY 2026
Technical Artist • UI Art • Look Development • Character Modeling & Rigging Unity

- Applied technical art skills under a tight deadline to create the first place winner at Chillenium 2026.
- Produced shader graph materials with custom parameters to dynamically be adjusted in game logic.

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
Electronic Arts Aggie Alumni Award Scholarship	VIZ-A-GOGO 32	MAY 2025
Chandler Studios Aggie Alumni Award Scholarship	VIZ-A-GOGO 32	MAY 2025
Best in Time-based Media	GIGAJAM 2025	APRIL 2025
Best in Visuals	CHILLENIUM GAME JAM 2025	FEBRUARY 2025

BACKGROUND

Bachelors of Science in Visualization	Texas A&M University	AUGUST 2023 → MAY 2027

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 • RTVFX • Character Modeling • Rigging • Surfacing • Animation • Compositing
INTERESTS	Game Development • Sound & Music Production • NPR Stylized Rendering