

Nhi Le Game Designer & Illustrator

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- Location: Burke, 22015 VA ▪

Professional Summary:

Intuitive and creative game designer with artistry abilities delving into asset creation, character & background concepting, 2D/3D modeling, 2D/3D animation, and implementation of it within game projects. Strongly focuses on creatures, human/humanoid, and animal designs, recreating them into its ideal vision.

Skills & Abilities:

Software: Adobe Illustrator, Adobe Photoshop, Autodesk 3ds Max, Blender, Clip Studio Paint, Aseprite, Unity, Unreal Engine, Visual Studio

Programming: C#, C++, Java

Experience:

Projects

“Vindication”, Unreal Engine 4, Game Design Studio

- Collaboration between 4 teammates, focusing on the art and design aspect
- Created the map overworld, NPC dialogue, and characters
- Assisted in blueprint programming, implementation, narrative, and bug fixing

“Retasked”, Scira Construct 3, Writing & Editing Music & Sound

- Designed and created as a solo project
- Programmed and created the art, SFX, VFX, and music assets

“Komodo Cowboy”, Unity, Online & Mobile Gaming

- Collaboration of 4 teammates, focusing on the art and asset aspect
- Created all visual arts consisting of: backgrounds, assets, animations, and UI design

Education:

BFA Computer Game Design ▪ George Mason University, VA ▪ May 18, 2024

- GPA: 3.83 (August 14, 2023)
- Dean’s list Standing

General Studies, A.S. ▪ Northern Virginia Community College, VA ▪ December 18, 2019

- GPA: 3.12