

Chi Bao Le

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Education

B.F.A., Digital Media Arts — *Expected May 2025*

San Jose State University, San Jose, CA | GPA: 3.93

Relevant Coursework: CGI, 3D Environmental Design, Digital Media Arts, Game Studies

Professional Experience

Freelance 3D Artist

Self-Employed, San Jose, CA — May 2021 - Present

- Converted client concepts into usable 3D model assets.
- Communicated effectively with clients to understand their needs and preferences.

3D Artist/Design Lead - *The Silent Guest*

Collaborative Project, San Jose, CA — November 2024 - December 2024

- Created modular 3D environment assets and props for Unity using Blender.
- Set dressed and lit interior spaces to enhance horror atmosphere.
- Led the design and development of gameplay mechanics for player tension.
- Led the development of the narrative and overarching theme of the game.

2D Artist/Design Lead - *Todo vs. Snake Yakuza*

Collaborative Project, San Jose, CA — October 2024 - November 2024

- Designed original pixel art assets and animations for a 2D platformer in Unity
 - Led the design and development of gameplay balancing to support a challenging yet joyful player experience
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Project Experience

eSports Tournament Promotional Art

Vietnamese Student Association, San Jose High School

- Designed and produced promotional material using Photoshop for various social media platforms.
 - Raised over \$100 through the tournament for victims of the 2020 Typhoon Vamco in Southeast Asia.
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Skills

Languages: English, Vietnamese

Software

- Blender, Adobe Suite(Photoshop, Premiere Pro, Substance Painter), Unity, Unreal Engine
- JavaScript, HTML, CSS,

Hardware & Technical: PC building, server maintenance, troubleshooting, 3D scanning and photogrammetry using DSLRs