

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

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

- Created 3D environment assets for Unity
- Set Dressed and worked on lighting to bring out horror elements of the game.
- Led the design and development of gameplay elements for game levels.
- Led the development of the narrative and overarching theme of the game.

2D Artist/Design Lead

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

- Created pixel art assets for a 2D platformer using Unity.
 - Led the design and development of gameplay elements for game levels.
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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, JavaScript, HTML, CSS, Unity, Unreal Engine

Hardware: PC/Server maintenance and repair

Photography: DSLR, 3D scanning for Blender