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Anthony Le

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TECHNICAL SKILLS

Strong: JavaScript (ES5 + ES6), HTML5, CSS3, jQuery, React, OOP, APIs (AJAX, Fetch), Photoshop, Illustrator, Maya, Substance Suite, Zbrush, 3D Coat, 3D Modeling, 3D Texturing

Experienced: MySQL, PHP, Apache2, Ubuntu, UI/UX, Firebase, JSX, Node.js + Express, Agile Methodology,

AWS, Unreal Engine

Tools: Git, Github, Chrome Dev Tools

APPLICATIONS

Memory Match - Persona 5 Theme | Live | Git

This a Memory Match game stylized after the Playstation game Persona 5

- Built using JavaScript and jQuery for dynamic HTML5 elements such as the card game board and player profiles
- Stylized HTML5 elements with CSS for a cohesive UI/UX design similar to the design of the Playstation game
- Crafted game's graphics (animations, profile images, character cutouts) with Photoshop

Posterizer - Online Store Demo | Live | Git

Posterizer is a Content Management System for keeping track of posters added/deleted, and purchase

- Created dynamic **HTML5** elements with **React** to take advantage of React's modular workflow
- Designed and conceptualized store aesthetic with a focus on simplicity
- Refined CSS styling with BootStrap 4 for responsiveness on mobile and desktop displays
- Created a PHP backend that allows create, read, update, delete (CRUD) operations with MySQL database
- Utilized Fetch API calls to the backend database to update visual changes on the client side

Mood Tracker - Melleau | Live | Git

Melleau is an emotional health awareness app that tracks the user moods of the day

- Constructed with React due to the speed advantages of its virtual DOM and component based workflow
- Enhanced visual aesthetic and ease of use with modals containing emojis, simple forms, and sliders to record mood
- Used BootStrap 4 for CSS styling for time efficiency and responsiveness on mobile and desktop displays
- Focused on front-end logic and design within a group environment
- Produced Fetch API calls to backend database for CRUD operations
- Supported backend development with endpoints and MySQL queries to database

PROFESSIONAL EXPERIENCE

Freelance 3D Artist | Art Portfolio

May 2015 - Present

- Created commissioned models to be 3D printed ranging from wedding toppers to mini figurines
- Utilized 3D software such as Maya, Zbrush, 3D Coat for 3D Modeling in High/Low Poly assets
- Textured 3D environments with Photoshop, Substance Suite, and 3D Coat for use in Unreal Engine

Sales Floor Associate

Feb 2012 - May 2017

- Interacted with 30+ customers a day via fulfilling product/design inqueries and expediting checkouts
- · Designed and implemented floor presentations with input from upper management to improve store aesthetic
- Organized and provided tech support with product forms for customer orders
- Adapted and troubleshooted with new and old PDA system software for store inventory
- Collaborated with a team of 10+ members daily in order to maintain quality assurance of store presentation

EDUCATION

Otis College of Art and Design - Los Angeles, California

• Bachelors of Fine Arts: Digital Media - 3D Modeling/Design

LearningFuze Accelerated Web Development Program - Irvine, California

- 12 weeks of training in web development
- Over 800 hours of programming