

#### Bio:

Phuc Le is a 3D artist/ animator, and a BFA student at San Jose State University. He is experienced in art about architect, technology, urban life and the outdoor environment.

#### Software Skills:

- Proficiency in Adobe Photoshop, Illustrator, Premier Pro, After Effect.
- Google Workspace, Microsoft Office, Trello.
- Blender, Maya, ZBrush, Unity.
- Traditional art, such as life drawing, sketch.

[ShellOut video](#)

#### Project summary:

"ShellOut" is a simulation depicting the view of the inner-child looking at the shell goes about its daily routine. The inner-child represents our wish, our want; the shell represents our physical body, working to supply its need. A classic battle between the physiological and the psychological need -- both are necessary, but with the allocated 24 hours, a person only has so much to give before burning out. Should a person go all in on pursuing their best self? Should we choose to be find happy in simply

being alive?

Artist Statement:

The work aims to depict the interaction between the inner-child and its host. The inner-child is the manifestation of a person's all around needs. Today, we--the host--tend to overlook our needs in favor of our goal. We sacrifice health to work overtime and hazardous works. We forego friends and family to chase connections. We are uneasy when we have time for ourselves, then try to fill it with to-dos.