

THAO LE

Senior 3D Environment Artist | 3D Generalist | Traditional Sculptor & Painter

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PROFESSIONAL SUMMARY

Accomplished Senior 3D Game Artist with 25 years of experience delivering high-fidelity assets and optimizing production pipelines for industry-leading AAA titles. Translates a classical fine arts foundation into cutting-edge digital environments, modular world-building, and real-time game pipelines. Proven track record contributing to major franchises at id Software, Electronic Arts, and LucasArts. **Actively seeking new 3D art opportunities in the game industry.**

TECHNICAL SKILLS

- **3D Modeling & Sculpting:** Blender, Maya, Modo, ZBrush, 3DCoat
- **Texturing & Look Dev:** Substance Painter, Photoshop, PBR Texturing, Look-Development Passes
- **Game Engines & Tools:** Unreal Engine, ID Tech, SaberTech, Proprietary Studio Tools
- **Core Competencies:** Modular Map Construction, High-to-Low Poly Baking, Topology Optimization, Hard-Surface & Organic Asset Creation, Real-Time Performance Optimization

PROFESSIONAL EXPERIENCE

ID SOFTWARE | Dallas, TX

2008 – 2026

Senior Environment Artist / Lead Weapons Artist

- **Lead Artist (Quake Champions):** Directed art updates and visual development; concepted and modeled updated weapon sets and expansive environment level maps while managing strict milestone schedules and team deadlines.
- **Senior Environment Artist (Doom 2016):** Constructed multi-layered maps and handled environmental level layouts; engineered custom visual effects pipelines, including the technical implementation of blood-stamping systems across multiple levels.
- **Environment Artist (Rage 1 & Rage 2):** Developed architectural level layouts, constructed comprehensive environmental assets, and delivered highly detailed hard-surface weapons and character models.

- **Visual Development (Doom Eternal):** Spearheaded look-development, modular material processes, and level layouts for the foundational "Hell Growth" environments.

EA GAMES | Los Angeles, CA

2004 – 2008

Senior Environment Artist / 3D Modeler

- Modeled, textured, and integrated complex hard-surface environments, prop sets, and interactive game assets for acclaimed franchise titles.
- **Core Contributions:** *Medal of Honor* series, *The Lord of the Rings: The Battle for Middle-earth* series, and *GoldenEye: Rogue Agent*.

LUCASARTS | San Rafael, CA

2001 – 2004

Environment Artist / 3D Modeler

- Designed and engineered hard-surface 3D environments, hero spaceships, weapons, and mechanical props under strict platform performance constraints and memory budgets.
- **Core Contributions:** *Star Wars: Starfighter 2*, *Gladius*, and *Star Wars: Battlefront*.

EDUCATION

Degree in Computer Graphics and 3D Design (Graduated with Honors)
The Art Institute of Dallas, Dallas, TX | **2001**

Bachelor of Fine Arts (BFA) (6-Year Curriculum)
Huế University, College of Arts, Vietnam | **1994**