

PROFILE INFO

With 25 years of experience creating art for games, I bring strong traditional artistic skills—including oil painting, concrete sculpting, visual composition, and color theory—into the realm of game development. I have contributed to numerous AAA titles from studios such as LucasArts, EA Games, and id Software. My work spans a wide range of production environments, from large-scale teams to smaller, agile groups, where I have helped build expansive level maps and crafted both hard-surface and organic 3D assets through modeling and texturing.

SKILLS

- Blender, Modo, Maya
- Substance Painter, Photoshop.
- ID Tech, Unreal, Saber Tech
- 3D Coat, Zbrush.
- Game Environment Construction skill.
- 3D Assets Modeling and Texturing skill.
- Visualization Concept skill
- Oil painting, Concrete, Wood, Clay sculpting

WORKS

- www.thisisthaole.com
- www.thaoleartstudio.com

THAO LE

Game Artist, Sr. Environment Artist, 3d Generalist,
Traditional Sculptor and Painter.

binhthien@hotmail.com

(310) 498 7666

Heath, Texas 75032



EXPERIENCE

NOW
2008

Lead Artist - Lead Weapons- Environment Artist
ID Software

- [Lead Artist](#): Responsible of all art update for Quake Champions included concepting new updated weapons and environment level maps; Responsible for the update's deadline and schedules.
- [Sr. Environment Artist](#): Constructed maps for Doom 2016. Responsible for blood stamping on many levels.
- Rage 1 and 2 levels maps constructing and character plus weapons modeling.
- Responsible for the look and process of Hell Grow for Hell On Earth. Level maps layout.

2008
2004

Sr Environment Artist, 3D Modeler
EA Games Los Angeles

- Built environments, game assets for Medal Of Honor, Lord Of The Ring, Golden Eyes

2004
2001

Environment Artist, 3D Modeler
Lucas Art

- Built environments , spaceships, weapons and props for Star Fighter 2, Gladius, Star War: Battle of Front.

1999
1994

Sculptor and Painter
Thao Le Studio, DakLak Province Art Department.

- Designed and built monuments, parks decors for the city and paintings for art department.



EDUCATION

2001
1999

Computer Graphic and 3d Design
The Art Institute of Dallas

1994
1988

Bachelor of Fine Art
Hue University, Vietnam