

## 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](http://www.thisisthaole.com)
- [www.thaoleartstudio.com](http://www.thaoleartstudio.com)

# THAO LE

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

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Heath, Texas 75032



## EXPERIENCE

**NOW**  
**2008**

**Sr Environment Artist**  
**ID Software**

- Responsible of all art update for Quake Champions. Concept and construct level maps. Concept and build hires, lowres, texture and animate weapons for the updates.
- 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**