

Angelhien90@gmail.com

3D Generalist

# Angel Le

3D Artist Portfolio

# Introduction

Howdy! I'm a 3D generalist pursuing my B.S. in Visualization at Texas A&M. I'm passionate about modeling and surfacing for both video games and animation.

My experience is mainly in team projects, where I have been able to take on leadership and modeling roles. Outside of these projects, I am working on a personal series to improve my skills in prop design.

I love exploring cultural themes, colors, and stylization.

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# Personal 3D Work

My personal work is made up of models in Blender/Maya/Zbrush, and surfacing done in Substance Painter.

*Sword* and *Teapot* are both imitations of artifacts from the MET Museum. The sword is a short sword from the 16th century Ottoman Empire, with a guardless hilt and gold incrustations inspired by the Chinese. The teapot is salt-glazed stoneware from 18th century Britain.

*Lust* is part of a larger passion project, where the Seven Deadly Sins are reimaged as containers such as potion bottles, jars, and syringes.

*Trai Le*, translating to pear in Vietnamese, is a work in progress and is a grenade model covered in produce stickers. This prop is about my grandfather's service in the Vietnam War to provide his family a life where they can afford more than a single pear to split between 9 children.



INFO BY ANGEL HIEN LE DATE OF INFO/PHOTO: 8-30  
 GVWR: 07010 KG GAWR: 01007 KG GAWR: 01007 KG  
 08926 LB FRONT: 00526 LB BACK: 00526 LB  
 THIS VEHICLE CONFORMS TO ALL APPLICABLE U.S.A. FEDERAL MOTOR VEHICLE SAFETY  
 EQUIPMENT AND TRAFFIC PREVENTION STANDARDS IN EFFECT ON  
 THE DATE OF MANUFACTURE SHOWN ABOVE  
 VIN: 1LY84EVM003 TYPE: PASSENGER CAR  
 MDL: 50217 371AA PAINT: R02 TRIM: LVDG  
 VEHICLE MADE IN THE U.S. 04022024



*Tagged Road Signs, Illustrator, Substance Painter, 2023*



*Tagged Road Signs, Illustrator, Substance Painter, 2023*



**Sword, Maya/Substance  
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*Teapot, Maya/ZBrush, 2023*

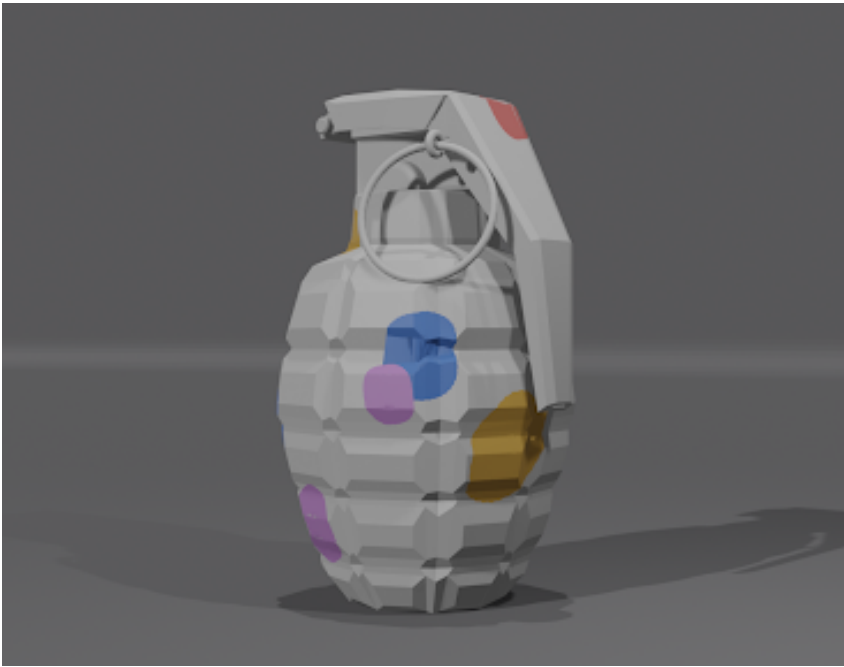




*Lust, Maya, 2023*



*Steampunk Dragonfly, Maya, 2023*



*Trai Le, Blender, 2023*



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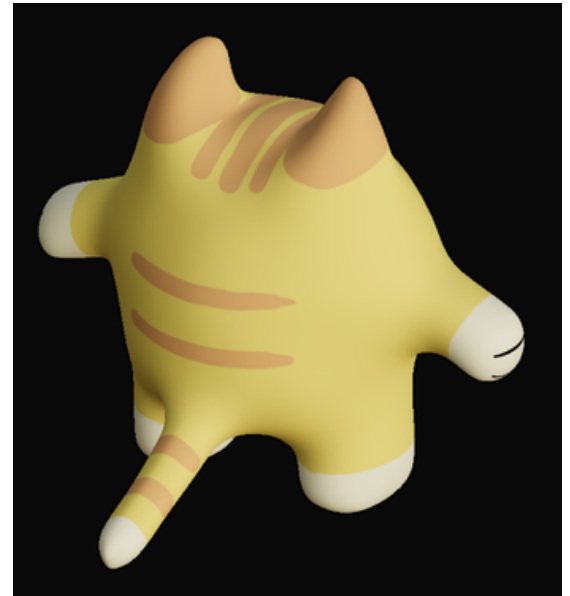
# Road Through The Woods



Game developed with Andrew Day, Vivian Gatica, Zoie Lancaster, and Corain Marnebeck ♡



*Lighthouse*, Blender/Substance Painter, 2023



*Spirit Mouse/Waffle*, Substance Painter, 2023

# 2D Work

My traditional work developed my understanding of form, light, and color to strengthen my 3D work.

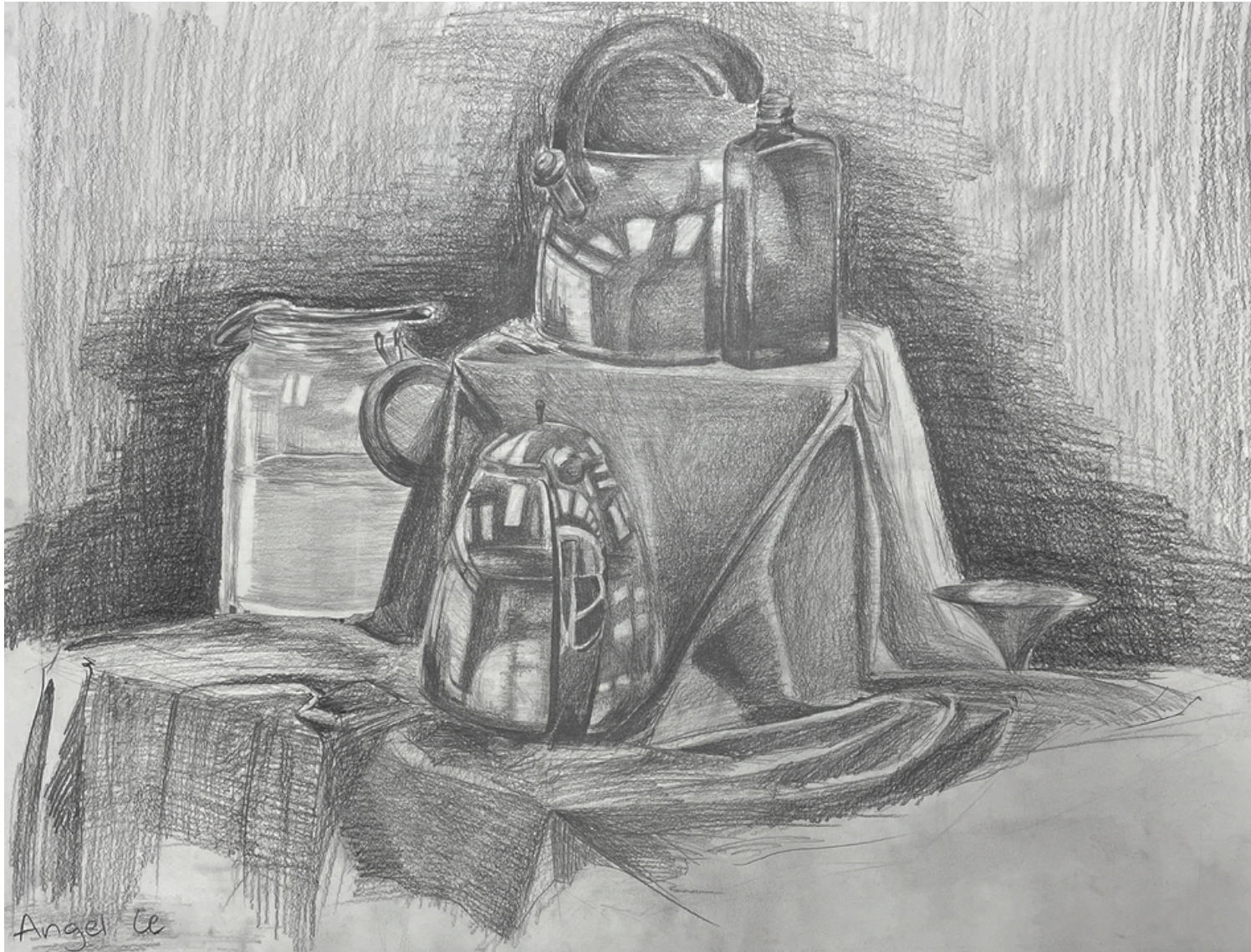
*Butterfly Ball* is a digital exercise recreating an object as a texture on a sphere.

Following *Butterfly Ball* is a handful of still life drawings focusing on light and anatomy.



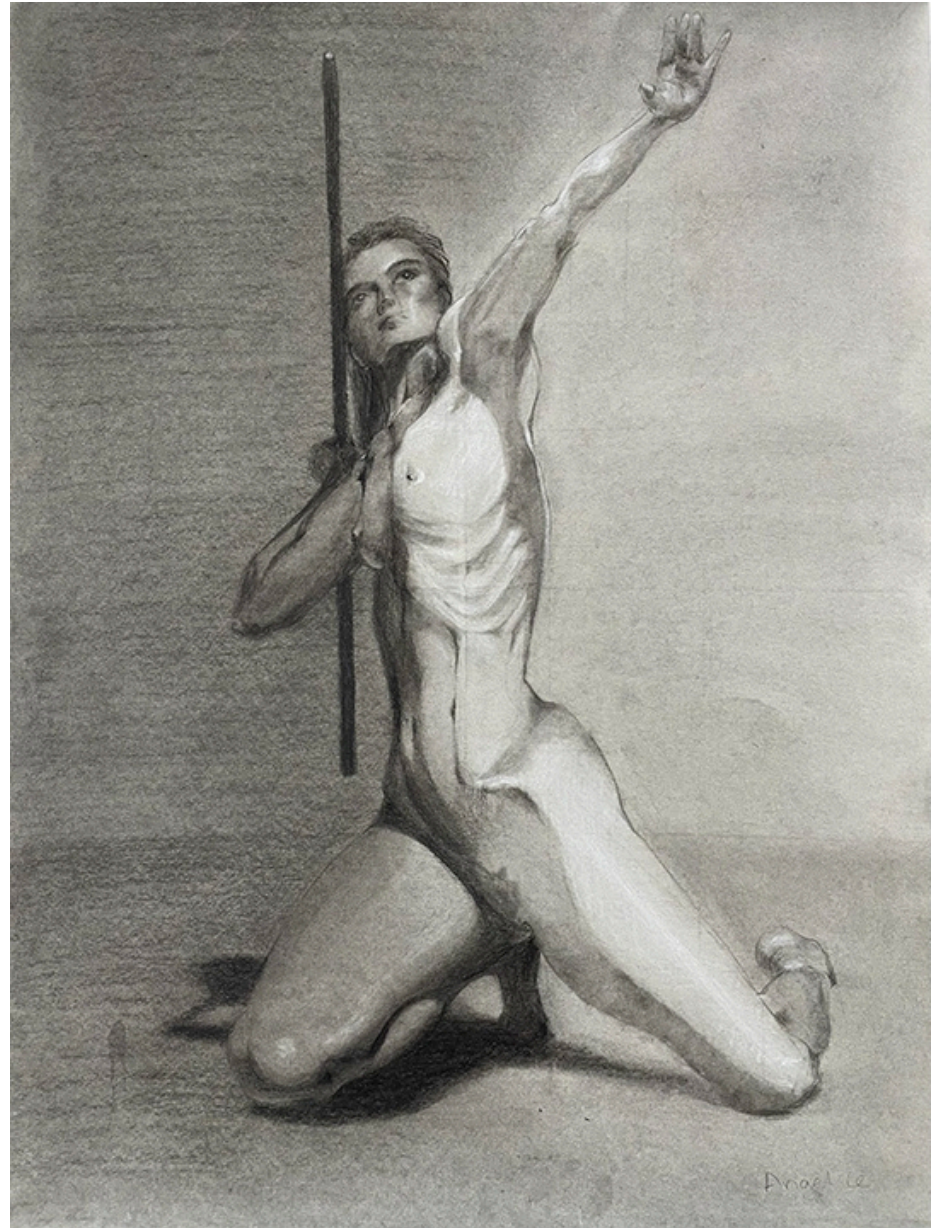


*Butterfly Ball, Photoshop, 2022*



***Reflective Still-Life, graphite, 18" x 24", 2022***

***Female Still-Life, charcoal,***  
**18" x 24", 2023**



***Male Still-Life*, charcoal,  
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**Thank you for your time!**