

# Nhi Le Game Designer & Illustrator

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- Phone: (571)-274-4998 ■ Email: [astralashlan@gmail.com](mailto:astralashlan@gmail.com) ■ Site: <http://www.nhile.me/> ■
- Location: Burke, 22015 VA ■

## Professional Summary:

Intuitive and creative game designer with artistry abilities delving into asset creation, character & background concepting, 2D illustrations, 2D/3D animation, 3D modeling/texturing/UV mapping, and implementation of it within game projects. Strongly focuses on creatures, human/humanoid, and animal designs, recreating them into its ideal vision.

## Skills & Abilities:

**Software:** Adobe Illustrator, Adobe Photoshop, Autodesk 3ds Max, Blender, Clip Studio Paint, Aseprite, Unity, Unreal Engine, Visual Studio

**Programming (Partial):** C#, C++, Java

## Experience:

### Projects

“Vindication”, Unreal Engine 4, Game Design Studio

- Collaboration between 4 teammates, focusing on the art and design aspect
- Created the map overworld, NPC dialogue, and characters
- Assisted in blueprint programming, implementation, narrative, and bug fixing

“Retasked”, Scira Construct 3, Writing & Editing Music & Sound

- Designed and created as a solo project
- Programmed and created the art, SFX, VFX, and music assets

“Komodo Cowboy”, Unity, Online & Mobile Gaming

- Collaboration of 4 teammates, focusing on the art and asset aspect
- Created all visual arts consisting of: backgrounds, assets, animations, and UI design

## Education:

**BFA Computer Game Design ■ George Mason University, VA ■ 2020 Spring - Present**

- GPA: 3.83 (August 14, 2023)
- Dean’s list Standing

**General Studies, A.S. ■ Northern Virginia Community College, VA ■ December 18, 2019**

- GPA: 3.12