

LE NGUYEN QUANG HUY

3D GRAPHIC ARTIST

👤 0902610206

@ lenguyenquanghuy2295@gmail.com



Motivated and detail-oriented aspiring 3D Artist currently studying at RMIT University. Passionate about creating both characters and environments, with experience in modeling, sculpting, texturing, and animation using Blender. Eager to contribute to high-quality projects in the games and entertainment industry.

SKILLS

- 3D Software: Blender (Modeling, Sculpting, Texturing, Lighting)
- Technical Knowledge: Topology, UV Unwrapping, Material Creation, Basic Animation
- Other: Willingness to learn ZBrush, Substance Painter, 3ds Max, and real-time pipelines

EDUCATION

RMIT University Vietnam
Bachelor of Game Design
2023 - Present

LANGUAGE

English
Vietnamese

EXPERIENCE

AUDITION DANCER CHARACTER | RESEARCH PROJECT

- Fully textured and animated female dancer inspired by Audition Online Fashion Week (2000s–2010s).
- Modeled clothing with realistic fabric folds, applied retro low-fi textures, and created dance animations referenced from the original game and Đông Nhi's "Ngọt Ngào" MV.
- Tools: Blender | Focus: Character modeling, clothing, texturing, animation

URBAN CYBERPUNK ENVIRONMENT | PERSONAL PROJECT

- Created a detailed street-level environment inspired by atmospheric urban and "Smoking Behind the Supermarket" style scenes.
- Focused on hard-surface modeling, wet concrete materials, neon lighting, volumetric fog, and cinematic composition.
- Tools: Blender (Environment modeling, texturing, lighting, rendering)

ADDITIONAL INFORMATION

- Strong interest in atmospheric character and world design
- Experience collaborating on academic group projects at RMIT
- Language: English (working proficiency)
- Open to learning language and industry-standard pipelines