



# Huy Minh Le

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## **Profile:**

I would describe myself as a loyal and driven person with a creative mind. My passion revolves around game design, drawing and movie making. Currently I am working as an animator and editor at a serious game developer. I'm looking for jobs inside Gaming or ICT. I like working together with other people to get a great result. My skills lie in Photoshop, Premiere, Illustrator and also C#, HTML, ActionScript and JavaScript.

## **Experience:**

- April 2016 - Recent  
Video Editor / Animator, "Yubu"
- 2016 - Recent  
Webdeveloper and Graphical Artist, "Fitcamp SrongR"
- 2011 – 2014  
Animator, "Werken Met Goldstein"

## **Education:**

- 2014 – Recent **HBO**  
Commerciële Economie, "Avans"
- 2012 – 2013 **HBO**  
Indie Development, "NHTV Breda, IGAD"
- 2005 – 2011 **MBO**  
Game Designer, "De Eindhovense School" (Recent: Sint Lucas)

## **Certificate**

No

No

Yes

## **Skills:**

**2D Art:** I can draw traditionally as well as digitally with Adobe Photoshop or other layer-based image editing programs. I can animate in 2D with Adobe Flash, Adobe After Effects, Toon Boom Animate and OpenToonz. I've studied anatomy, 1 to 3 point perspective and I've had training in Art Theory involving composition, colour balance, readable GUI and character concept art. I can edit videos with Adobe Premiere and Sony Vegas as well as creating special effects with Adobe After Effects.

**3D Art:** I can model characters in 3D as well as UV map, texture, rig and animate them. I can model and texture 3D environments from scratch. Programs I can use include Autodesk Maya, Autodesk 3D Studio Max and Sculpttris.

**Communication/Teamwork:** I'm a great motivator for other people and I'm always ready to learn new things. I've got a very lighthearted sense of humour which translates well into an enthusiastic and energetic environment whenever I work. Whenever there's a problem, I'm always ready to discuss it as thoroughly as possible and when people ask for my help, I'll always be there for them as fast as possible.

**Language:** I'm fluent in English, both in text and in speech. I'm equally as skilled in Dutch. I can speak both languages formally which, coupled with my patient personality, means I can go through any conversation with a smile on my face.

**Development:** I can program in C#, HTML, Javascript, Swift and also, back when it was relevant, ActionScript 2.0 and 3.0. I can easily read someone else's code and adjust it. Comments are fine, but I'm patient enough to figure it out on my own should the other programmer not have that foresight. I've also learned to create apps with Xcode.