

CHRIS LE

LEAD ARTIST / ART DIRECTOR

CHRIS LE
CREATIVE CV

01

MELBOURNE, AU / +61 435 333 897 / thetripitaka@gmail.com

PORTFOLIO → chrisle77.wixsite.com/portfolio



01 / ABOUT

18 years of making ideas tangible.

Multidisciplinary artist and creative leader across games, iGaming, film, TV, toys and 3D manufacturing. Hands-on craft, team mentoring and ownership from concept to production.

CREATIVE TOOLKIT

Art direction
Visual development
Character & environment art
2D / 3D illustration
Sculpting & modelling
Spine animation
PBR / stylised texturing
Game-ready assets
Unity integration
3D printing

OPEN TO

Freelance, contract
and lead roles

02 / RECENT EXPERIENCE

EASYGO (Stake) / Twist Gaming

Lead Artist | Oct 2023 - Jan 2026

Led creative direction, visual standards and workflows for scalable content production.

Managed and mentored junior and mid-level artists, maintaining cohesion across art packages.

Delivered illustration, concept art and 2D / 3D animation, including Spine setup and animation.

Partnered with product, UX and engineering on gameplay and brand goals.

VGW

Senior Artist | Sep 2017 - Apr 2023

Shipped 15 titles, delivering 2D / 3D illustration, animation and concept art across multiple products.

Contributed to online casino titles supporting millions of daily active users.

3DCraftsman Shop

Founder | Aug 2020 - Present

Founded and operate a profitable 3D printing and digital product business for global customers.

Own concept, sculpting, production preparation, manufacturing and sales for props, statues and figurines.

CRAFT & RANGE

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02

EXPERIENCE / TEACHING / TOOLS

03 / TOOLS

Photoshop
Illustrator
After Effects
Spine
ZBrush
Maya
Substance Painter
Mari
Unity
KeyShot

04 / EDUCATION

Monash University

Bachelor of Multimedia
and Digital Arts
2006 - 2008

Concept Design Academy

Pasadena | Spring 2017
Character design, figure drawing,
visual development, colour and
lighting

CDW Studios

Adelaide | 2015
Masterclasses with John Nevarez,
Dominic Qwek, Carlo Arellano and
Bryan Wynia

Further development

Jamie King Mudbox Masterclass,
2010

Pixar Animation Masterclass with
Andrew Gordon, 2008

05 / TEACHING

PIC1 Studios

Digital Sculpting Instructor | Oct 2021

Taught a 10-week introductory ZBrush course in high-poly character sculpting for games and animation, including preparation for 3D printing. Mentored beginners through sculpting fundamentals.

06 / EARLIER EXPERIENCE

Two Bulls

Senior 3D Artist | Jan 2018 - Aug 2018

Created illustration, character sculpts, models and textures for IP including The Wiggles and Sesame Street.

Playcorp Studios

Senior 3D Artist | Jan 2018 - Aug 2018

Concept art, character design, visual development, sculpting, modelling, textures and illustration layouts.

Headstart International

Senior 3D Artist and Toy Sculptor | Oct 2017 - Jul 2018

Toy character design and sculpting for manufacturing; lighting and rendering for visualisation and specification.

Gree US

Lead 3D/2D Artist | Sep 2015 - Jan 2017

Character and environment concepts and sculpts, illustration, previsualisation and Unity integration.

Twiiitch

Lead 3D/2D Artist | May 2013 - Sep 2015

Character and environment art, Mari texturing, illustration and Unity integration.

FOUNDATIONS

PeekAView — 3D Artist | Jan - Dec 2012

Crysalised Studios — 3D/2D Artist | Dec 2011 - Dec 2012

Eighth Wonder Studios — 3D Artist | Feb 2011 - Sep 2012

XYZ Studios — 3D Artist | Jul 2009 - Feb 2010

Tentacular Entity — Junior Artist | Jan - Aug 2009

Game assets, concept art, animation, lighting and rendering; five TV commercials at XYZ Studios.