



# Minh Hoàng Lê

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## STORY ARTIST

### EXPERIENCE

**House of Cool w. Sony - Unannounced** - Story Artist (Fulltime) (Jan 2021 - Feb 2021)

- Storyboarded multiple pages of script fully posed out
- Applied notes from the director

**Sony Pictures TV - Boondocks 2.0** - Story Artist (Fulltime) (Sep 2020 - Jan 2021)

- Storyboarded multiple pages of script fully posed out
- Applied notes from the director

**Titmouse - Legends of Vox Machina** - Freelance Story Artist (Sep 2020 - Oct 2020)

- Storyboarded multiple pages of script fully posed out (Dialogue & Action)
- Worked closely together with the director and applied requests/notes

**Mercedes-AMG** - Freelance Story Artist (Aug 2019 - Feb 2020)

- Directed short stories to communicate ideas/products/interactions
- Lead a project to create a game related to In-Car Experience
- Collaborated with design team to develop advanced and unusual ideas

**SenAm-Games** - Freelance Art Director (Feb 2020 - Dec 2020)

- Directed look and feel of narrative driven indie game
- Created concept art and design final assets (characters, environments, UI, marketing)

### EDUCATION

**Storyboarding for Feature Animation (Online Class)** by Radford Sechrist (Winter 2018)

**Storyboarding for Animation (Online Class)** by Chris & Justin Copeland (Summer 2020)

**Action Adventure Cinematic Storyboard Workshop (Audit)** by Steve Ahn (Fall 2019)

### SKILLS

**Software** Storyboard Pro, Photoshop+Bridge, SketchUp, Premiere Pro, After Effects, Blender, ZBrush

**Languages** English, German, Vietnamese, Japanese