

Minh Hoàng Lê

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NDA/CLIENT PORTFOLIO: For Link & Password please send me an E-Mail

EXPERIENCE

Sr. STORYBOARD ARTIST

• Nov 2026 - Present	Unnannounced Project	Skybound Animation
• Oct 2026 - Nov 2026	Unnannounced Project	RedKnuckles
• June 2026 - Nov 2026	Commercial Work	Partizan
• Sep 2026 - Oct 2026	Commercial Work	Piranha Bar
• July 2026 - Oct 2026	Unnannounced Project	Studio IAM
• May 2026 - May 2026	Unnannounced Project	Flying Bark
• Mar 2026 - Apr 2026	Unnannounced Project	Titmouse
• Feb 2026 - Mar 2026	Overwatch Shion 2D Trailer	Transdyne Anime x Blizzard
• Jul 2025 - Feb 2026	Messi and the Giants	Atlantis Animation
• Jun 2025 - Sep 2025	Unannounced Show	Powerhouse Animation
• Jul 2025 - Aug 2025	Commercial/Ad	Piranha Bar
• Jul 2024 - Oct 2024	Mighty Nein	Titmouse
• Jul 2021 - Sep 2024	Tomb Raider/Skull Island	Powerhouse Animation
• Jan 2024 - Apr 2024	Bass x Machina	Studio Mir
• Oct 2022 - Aug 2023	Devil May Cry	Studio Mir
• Aug 2022 - Sep 2022	Curses!	House of Cool
• May 2021 - Oct 2021	Young Love	House of Cool
• Jan 2021 - Feb 2021	Young Love (Pilot)	House of Cool
• Sep 2020 - Jan 2021	Boondocks 2.0	Sony Pictures TV
• Sep 2020 - Oct 2020	The Legend of Vox Machina	Titmouse
• Aug 2019 - Feb 2020	Various Internal Projects	Mercedes-AMG

Animation Supervisor / Sakkan

- Aug 2026 - Sep 2026 - Kimi ga Shinu made Koi wo Shitai - Ponbleu x Roll2
- Mar 2025 - Dec 2025 - HaumaHonkai Star Rail MV/Otachan! (Pilot/Demo)
  - Supervising and providing corrections for Key Animations/Layouts to match the director's vision/series artistic style

2D Character Layout / Animation / CleanUp / Targas

- Aug 2024 - Sep 2024 - Tomb Raider - Powerhouse Animation

Art Director (Contract)

- Feb 2020 - Dec 2020 - Hauma (Pilot/Demo) SenAm-Games
  - Directed look and feel of narrative driven indie game
  - Created concept art and design final assets (characters, environments, UI)

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, Clip Studio Paint, Harmony, Photoshop+Bridge, SketchUp, Premiere Pro, After Effects, Blender, ZBrush

Languages English, German, Vietnamese, Japanese