

DUONG PHAM

pham.tho.hong.duong@gmail.com

Concept Art & Virtual Production Producer (Toronto, ON)

[LinkedIn](#) [Demo Reel](#)

+1 647 825 0796

SUMMARY

Concept Art & Virtual Production Producer with experience at a small concept-art studio (**two-person creative core**, freelancers scaled per project) whose clients were **Producers and Production Designers** on Hollywood-tier film, television, advertising, and global consumer-brand projects. Recently completed dual post-graduate certificates from Humber Polytechnic: **Virtual Production** and **Artificial Intelligence: Integration & Governance**.

Released project (NDA-released):

- **Halo** (Paramount+, Seasons 1-2, 2022-2024) – pre-production concept art contributions via Eros Studio (later Gaea Studio LLC). Project recognition: 2024 **DGC Craft Awards** (Outstanding Achievement in Sound Editing and Picture Editing); 2022 **Golden Trailer Award** (Best Viral Campaign for a TV/Streaming Series); 2023 **Canadian Cinema Editors Award nomination** (Best Editing in TV Drama); **Dragon Awards nomination** (Best Science Fiction or Fantasy TV Series).
- **GMC Sierra EV** (commercial campaign, 2022-2024) – pre-production concept art via Gaea Studio LLC. Vehicle named **2025 North American Truck of the Year (NACTOY) semi-finalist**.

PROFESSIONAL EXPERIENCE

[Humber Polytechnic](#)

Virtual Production & Media Assistant (Work/Study)

Toronto, Canada

Sep 2025 - Apr 2026

- Operated the Brain Bar at Humber Lakeshore’s Birmingham LED Volume
- Supported Virtual Production post-graduate students across capstone productions.
- Produced behind-the-scenes content student capstones & industry-partnership tech demos
- Produced promotional video content

[Eros Studio Co., Ltd](#) → [Gaea Studio LLC](#) (click for more projects)

Producer (Concept Art Pipeline & Studio Operations)

Ho Chi Minh City, Vietnam

Full-time May 2022 - Dec 2022 (Eros Studio - former entity)

Wyoming, USA

Project-based Contractor Dec 2022 - Present

(Gaea Studio - successor entity)

- **Pipeline development:**
Co-adopted Blender as the studio's primary modeling and rendering tool (replacing prior Maya-based workflow); handled input-output across broader project pipeline (*Fusion 360, Marvelous Designer* → *Blender* → *Photoshop, Unreal Engine*). Integrated plugins for automation, asset cleanup, and quality inspection.

SKILLS & TOOLS

Virtual Production:

Unreal Engine
(nDisplay, Kitbashing, Path-Trace)

3D Concept Art:

Blender
Marvelous Designer
Photogrammetry
(Reality Capture, PhotoCatch)
Gaussian Splatting

AI & Cloud:

Claude Code (Opus 4.8)
Ollama and LM Studio
Amazon Web Services
Microsoft Azure

Post-Production:

DaVinci Resolve Studio
Final Cut Pro
Adobe Suite
Affinity

Development Productivity:

Python
Visual Studio Code
Jupyter Notebook
Docker
Studio Binder

- **Asset and material acquisition:**

Led 2D and 3D asset acquisitions; integrated all third-party assets and materials into the studio pipeline.

- **Pre-production:**

Created concept-art set dressings, layouts, 3D models (period and contemporary props, Marvelous Designer fabric simulation for hero scenes), render retouching.

- **Studio operations:**

Co-managed freelancer hiring (international scope), legal and contractual frameworks, accounting and tax filings consulting. Developed efficiency and workload-balancing strategies. Researched & evaluated new tools and plugins.

- **Reference research:**

Solely responsible for visual and historical reference research; performed location scouting, including architectural reference capture in support of an unreleased global brand campaign.

- **Studio reputation:**

Ensured accuracy of historical and architectural references, consistent confidentiality discipline; co-contributed to project-level creative direction.

ORÈS Collective

Video Editor & Cinematographer

Ho Chi Minh City, Vietnam

Oct 2020 - Mar 2022

- Solely responsible for editing and post-production for the Vietnamese market.
- Color graded, worked as version editor for the French, Chinese, and Southeast Asian markets.
- Produced pitching videos for the ORÈS's French office in Lille.

Earlier Production & Post-Production Experiences

Ho Chi Minh City, Vietnam

- **Vietcetera Media**

Video Editor & Cameraman

Sep 2019 - Mar 2020

Created sponsored content for FirstCounsel, Leflair, and other clients in Vietnam and China.

- **VinGallery, VinSpace, inpages**

Cinematographer & Video Editor; Product photographer; Graphic Design Assistant.

May 2017 - Jun 2019

Created promotional content for gallery openings, art classes, private events, and an internationally curated local art bookstore.

EDUCATION

Humber Polytechnic

Toronto, Canada

Virtual Production

Ontario Graduate Certificate (Jan 2025 - Aug 2025)

Completed 3 short films: **No Signal**, **Screech**, and **SAPPED** at **Sunbelt Rentals (Islington Volume)**. Co-led Visual Art Department (VAD) - team of 9 people, created alien-ship environments using Unreal Engine kitbashing, created lighting, camera blocking, path-traced final renders, and utilized image-to-3D model generation in pre-production. Supervised post-production for both picture editing and final CG renders for film festival submissions.

Artificial Intelligence: Integration & Governance

Ontario Graduate Certificate (Sep 2025 – Apr 2026)

Active R&D combining 3D scanning, Gaussian Splatting, and MeshSplatting under the **Applied AI for Digital Arts** course. Foundations in Machine Learning, Deep Learning, Generative AI, NLP, Cloud Computing, and Python. Final capstone project: AI implementation for the real-estate industry, partner **Ilore Inc.**

RMIT University

Bachelor of Design (Digital Media)

Ho Chi Minh City campus

Oct 2014 – Oct 2019

The Pushkin State Russian Language Institute

Linguistics, Baltic Languages

Moscow, Russia

Dec 2011 – Jun 2012