

Truong Pham (Kay)

Media Artist, Game Designer

Short and engaging pitch about yourself.

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EDUCATION

Media Arts

York University

PROJECTS

Souvenir (Animated Short Film) (09/2024 - 05/2025)

- Explore the theme of adventure and grief through the POV of a child (MC)
- Applying Blender skills to create stunning environments and characters

Tomes of Elements (VR Experience) (01/2024 - 04/2024)

- Utilized VR and Unreal Engine to bring audience closer to the environment

Between Worlds (Split screen Short Animation) (01/2024 - 04/2024)

- Learn how to create environment and animated using Unreal Engine

Monster Journal (AR Experience) (08/2023 - 11/2023)

- An AR experience bringing fictional monsters into real world through camera lens, portrait the monsters using 3D models and voice over

Twisted Fate (Twine Game) (01/2022 - 11/2022)

- A text-based game using Twine exploring different paths and decisions for players to make, with complex combat mechanics unique to each enemy

WORK EXPERIENCE

Software Developer Intern

314Labs

09/2024 - 01/2025

Toronto

Achievements/Tasks

- Utilized Figma to create template UI design for mobile app
- Develop concept design in a Game Engine

English Tutor

RES (Reliable English School)

03/2021 - 12/2021

Ho Chi Minh, Vietnam

Achievements/Tasks

- Communicated students' progress to students, parents, and teachers in written and spoken reports.
- Conveyed class material to students through captivating methods

QA Engineer Intern

JSoftware

10/2025 - Present

Toronto, Canada

Achievements/Tasks

- Wrote test cases for website
- Perform manual tests and automation tests
- Perform tests for AI system to ensure the quality of the AI

SKILLS

Multitasking

AR - VR

Collaboration

Public Speaking

Creative Thinking

Diligent

Verbal Communication

Analysing

Problem Solving

Fast Learner

Organization

Game Design

VOLUNTEER EXPERIENCE

Reel Asian Film Festival

(10/2024 - 11/2024)

Volunteer for a film festival as a VR operator.

Retina Studio Crew Member

(04/2025 - Present)

Retina Studio is an undergrad- and postgrad-student-based film studio

ORGANIZATION

York University Game Development Club (09/2023 - Present)

CERTIFICATES

Smart Serve (01/2024 - Present)

Bachelor of Fine Arts

(09/2019 - 06/2025)

Pursuing the Title Bachelor of Fine Arts at York University

LANGUAGES

English

Full Professional Proficiency

Vietnamese

Full Professional Proficiency

INTERESTS

Game Design

Videogames

Unique mechanics in Videogames