

ABDUL RASEED

Virtual Production Specialist | AI Creative Technologist

Dubai, United Arab Emirates

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ABOUT ME

Dubai-based Virtual Production and AI Creative Technology Specialist at Phoenix Film DXB, with a background in level design, game design, and educational VR projects. I combine Unreal Engine 5, LED volume technology, XR workflows, real-time rendering, and generative AI to create cinematic environments and immersive experiences. My work connects creative storytelling with practical production workflows, from environment development to multidisciplinary project coordination.

EXPERIENCE

Virtual Production & AI Creative Technology Specialist

Phoenix Film DXB | Dec 2024 - Present

Full-time | Dubai, United Arab Emirates | On-site

- Develop workflows combining virtual production, artificial intelligence, and real-time 3D technology.
- Work on LED volume studio concepts, XR production environments, and Unreal Engine 5 cinematic worlds.
- Develop AI-generated image and video pipelines, camera tracking and visualization systems, and digital environments for film, advertising, and immersive experiences.

Level Designer

Spyro Entertainment | Jul 2023 - Feb 2024

Full-time | Hyderabad, Telangana, India

Game Designer

Arena Animation Vadapalani | Nov 2022 - Feb 2023

Internship | India | On-site

VR Project Head

Department of Viscom and Animation | Jul 2022 - Feb 2023

- Led development of the Jallikattu (Bull Game) and a CPR simulation project.
- Managed multidisciplinary teams, project timelines, asset creation, and execution from concept to completion.
- Volunteered as VR Project Head for Tajmall and CPR Training Simulation, leading educational VR initiatives.

EDUCATION

B.Sc. Game Arts & Design

Dr MGR Educational and Research Institute | Jan 2020 - Mar 2023

Focus: Unreal Engine

CORE SKILLS

Virtual Production | Unreal Engine 5 | LED Volume | XR Workflows | Generative AI | AI Filmmaking | Real-Time Rendering | 3D Environment Design | Creative Technology | VR Development | Project Coordination