Patricia Lan-Anh Duong

Patricia Lan-Anh Duong is a Concept Artist working in the video game industry based in Montreal. She has worked with companies such as Ubisoft, Amazon Games, Lost Boys Interactive, SkyBox Labs, and more.

Her works covers a broad range of variety from historical fantasy to pop culture, including projects like Tom Clancy's Rainbow Six Extraction, Assassin's Creed Codename Hexe, New World: Rise of the Angry Earth, and many other undisclosed AAA projects.



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