

NGUYEN THAO NGUYEN

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PROFILE SUMMARY

Creative and adaptable design professional with hands-on experience in visual design and problem-solving. I thrive on exploring new ideas and finding flexible solutions to creative and technical challenges. Always eager to research and learn new tools to bring fresh concepts to life, I approach every task with curiosity, persistence, and a strong drive to achieve the best results. These transferable skills enable me to adapt effectively across different industries, from creative production to customer-facing roles.

EXPERIENCE

Media Exhibition Assistant | RMIT University, Melbourne 2025

- Coordinated lighting setup and on-site media documentation for a university exhibition attended by 200+ visitors.
- Worked collaboratively within a small production team to ensure seamless installation and event flow.
- Applied visual design principles to improve display clarity and audience experience.

Social Media Contributor – VISAR Student Group | Melbourne 2025

- Designed visual content that effectively represented VISAR’s brand identity and community initiatives.
- Collaborated with team members to promote local student events, increasing engagement across social channels.
- Applied storytelling and design skills to create concise, audience-focused messages.

Freelance 3D Designer & Motion Assistant | Vietnam & Remote 2023-2025

- Designed and delivered visual content for digital campaigns, improving client presentation quality and engagement.
- Collaborated across time zones to meet strict deadlines, demonstrating strong communication and self-management skills.
- Resolved creative and technical challenges by experimenting with tools ensuring efficient production.
- Proactively researched new methods to enhance visual storytelling and workflow efficiency.

3D Generalist - Event Visual - CGI | Goku Media - Vietnam 2024 - 2025

- Created 3D motion graphic advertisements for commercial products using C4D and After Effects.
- Designed and animated promotional visuals tailored for digital marketing and brand campaigns.
- Produced large-scale LED visuals for live music events and entertainment shows across Vietnam.
- Collaborated with creative teams to deliver high-impact visuals under tight deadlines.
- Specialized in blending cinematic motion with brand-driven storytelling through 3D graphics.

3D Generalist - Trainee | Philia DX - Vietnam 03/2024 - 06/2024

- Produced virtual content using Unreal Engine: Developed and executed virtual advertising projects
- Commercial projects: Participated in designing and optimizing files for advertising campaigns.
- Photogrammetry optimization: Utilized photogrammetry techniques to create realistic virtual products for website displays, streamlining the workflow for higher efficiency and visual accuracy.

EDUCATION

Master of Animation, Games and Interactivity 2025 - Present
RMIT University Melbourne Australia

Bachelor of Design, Digital Media 2020 - 2024
RMIT University Viet Nam

OTHER

Technical Skills: Digital Media, Motion Graphic, Animation, Composition Layout
Software Skills: Adobe Creative Suite, Canva, Blender, Cinema4D
Working Right: Subclass 500