



**OLIVIA SAGONA**

0434073351 | osagona@gmail.com

[LINKEDIN](#) | [PORTFOLIO](#) | [INSTAGRAM](#)

## PROFILE

With a passion for art that I've had since childhood, I bring stories to life through motion graphics, character design, and visual storytelling, blending bold aesthetics with strategic thinking. I have a multidisciplinary background in animation, communication design, and immersive media.

With experience across fashion retail and interactive media, I thrive in collaborative environments where empathy, adaptability, and brand consistency are key. I love exploring surrealist techniques, narrative innovation, and crafting emotionally resonant experiences that connect with diverse audiences.

## SKILLS

### GRAPHIC DESIGN

Adobe Illustrator, Photoshop, InDesign, Studio Clip Paint

### ANIMATION

Blender, After Effects, Toon Boom Harmony, 2D and 3D animation

### ADVERTISING

Campaign strategy, branding, market research, social media marketing

### SOFT SKILLS

Creative thinking, teamwork, communication, project management, attention to detail

## EDUCATION

### MASTER OF ANIMATION, GAMES AND INTERACTIVITY

RMIT University – Melbourne, Australia  
2023 - 2025

**Focus areas:** Animation Techniques (2D and 3D), Interactive Media and Virtual Environments, Motion Graphics and Visual Effects, Storytelling and Narrative Design, Character Design and World Building,

### BACHELOR OF DESIGN (COMMUNICATION DESIGN)

RMIT University – Melbourne, Australia  
Graduated: 2016 - 2019

**Focus areas:** Branding and Identity Design, Digital and Interactive Media, Typography and Layout Design, Web and Mobile Design, Visual Communication Strategy.

## SELECTED PROJECTS

### [DAYS & DAYS \(2025\)](#)

This 2D animation uses dreamlike imagery and surrealist motifs to explore the experience of psychosis.

### ACHIEVEMENTS

Won the award for 'Best Animation' at the Fly Creator Excellence awards

Won the 'Innovation in Storytelling' award at the Mind Mosaic Arts festival

## PROFESSIONAL EXPERIENCE

### TEN HAMMERS

Internship Feb - July 2025

Ten Hammers is a Brisbane-based team of digital artists and technical training professionals that works in creating immersive 3D, XR and interactive simulation systems for industries like aerospace, marine, rail and edutainment.

• **Character design:** I created a cat character aimed at inspiring young girls, using playful design to introduce them to the world of aviation and encourage them to see it as a future career.

• **Background design:** For the game we were developing - Spanner Squad, I designed the layouts and environment backgrounds, fully illustrating the plane's interior and bringing each section to life.

• **Animation:** For the game Spanner Squad, I designed the layouts and environment backgrounds, fully illustrating the plane's interior and bringing each section to life.

### YIBBLET WORLD

Freelance Graphic Designer

2021 - 2023

I ran Yibblet World as a freelance graphic designer on Etsy, creating original stickers featuring famous philosophers and my own strange, character-driven designs.

I developed logos, illustrations and merchandise graphics, managing the full creative process from concept to production.

The shop helped me refine my visual style, deliver unique work to customers and build hands-on experience in independent creative practice.

Some existing Logos and branding can be seen [HERE](#)

## FURTHER EXPERIENCE

### SUSSANS

Women's fashion, Retail assistant

2022 - 2024

• **Communication:** I provided customer service to a diverse range of people.

• **Collaboration:** I enjoyed working with colleagues and customers alike, learning to listen, adapt, and contribute to a positive team environment.

• **Visual merchandising:** I enjoyed working with colleagues and customers alike, learning to listen, adapt, and contribute to a positive team environment.

### BLAZER

Men's Fashion, Retail Assistant

2019 - 2021

• **Branding and presentation:** I ensured displays and outfits consistently reflected the store's brand and style.

• **Problem solving and adaptability:** I learned to think on my feet and adapt by helping customers with last-minute requests, tweaking displays with the team, and finding practical solutions together.

• **Visual awareness:** I developed visual awareness by styling outfits and arranging displays to create cohesive, eye-catching presentations.

## REFERENCES

Available on request