



OLIVIA SAGONA

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

PROFILE

Creative and detail-oriented graphic design and animation student with expertise in design, advertising, animation, and media communications.

A strong academic foundation in media and design studies, coupled with a passion for blending technology and creativity to deliver innovative, impactful visual content across multiple platforms. As a student, I have experience in working in dynamic, collaborative environments to produce branding, motion graphics, and marketing materials tailored to client needs.

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
Expected Completion: 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, Creative Project Management and Collaboration

BACHELOR OF DESIGN (COMMUNICATION DESIGN)

RMIT University – Melbourne, Australia
Graduated: 2019

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

BACHELOR OF MEDIA AND COMMUNICATIONS

Deakin University – Melbourne, Australia
Graduated: 2014

Focus areas: Advertising Design, Animation, Media Communications, Branding, and Digital Marketing

PROFESSIONAL EXPERIENCE

TEN HAMMERS

During my internship at Ten Hammers, I worked as part of a collaborative design and animation team, contributing to the production of an edutainment game for children. I applied my academic knowledge of visual storytelling, branding, and motion graphics to the brief, supporting the development of the project from concept to delivery. My responsibilities included assisting in the creation of character designs, preparing visual assets for the game development, and participating in client feedback sessions. This hands-on experience deepened my understanding of design workflows in a professional studio environment and taught me how to adapt quickly to feedback, manage time across multiple tasks, and contribute effectively in a team setting.

FREELANCE GRAPHIC DESIGNER

Designed logos, websites, and promotional materials tailored to clients' brand identities and target audiences.

PERSONAL PERSPECTIVE

As a passionate graphic designer, I see design as more than visuals—it's a tool for storytelling, problem-solving, and connection. I'm inspired by its ability to shape perception, evoke emotion, and communicate ideas in fresh, meaningful ways.

My background in media, communication design, and interactive animation has deepened my appreciation for the creative process and its power to transform ideas into impactful work. Whether developing brand identities, crafting user experiences, or exploring motion graphics, I bring curiosity, creativity, and a strong commitment to quality.

I'm especially drawn to the intersection of design and emerging technologies, where new tools and platforms push creative boundaries. For me, design is not just a profession—it's a way to give ideas form, inspire change, and make a lasting impression.

STRENGTHS

CREATIVE PROBLEM-SOLVING

Ability to approach challenges with innovative, out-of-the-box thinking.

ADAPTABILITY AND VERSATILITY

Capability to work across a range of creative industries, from marketing and branding to animation and interactive media.

COLLABORATIVE PROJECT MANAGEMENT

Experience leading and participating in multidisciplinary teams for large-scale creative projects.

PORTFOLIO HIGHLIGHTS

WEIRD MONDAYS

A rough animation in which a man goes on a psychedelic journey on his way to the office.

THE GRUMP

An animated short in which the central character's life is turned upside-down when he develops a sentient growth that gets up to mischief.

(both available on my online portfolio)

REFERENCES

KATE CAWLEY

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STEW TODHUNTER

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