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Olivia Huynh (b. 2004, Sydney) is an Australian interdisciplinary designer. Her work focuses on image, moving-image, and object-space. With a background in Visual Arts and Product Design in her formative years of school, she deeply values abstract expression and precise craftsmanship. Now finishing a Bachelor of Graphic Design at the Royal Academy of Art (NL), Olivia's contemporary design practice intertwines digital tools with industrial craftsmanship.

EDUCATION

2022–2026 (Ongoing)	Bachelor of Graphic Design Royal Academy of Art, The Hague Netherlands
2020–2022	International Baccalaureate Diploma United World College of South East Asia Singapore
2018–2020	International General Certificate of Secondary Education United World College of South East Asia Singapore

AWARDS

2021	<i>Grade 11 Lance Huet Academic Award</i> Issued by United World College of South East Asia Award Olivia Yuen Hei HUYNH is the only student to achieve this award in 2021.
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SKILLS

- Design & Creative Software: Figma, Notion, Adobe Suites (Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Audition, Lightroom), Fusion360, DaVinci, Blender, Unity
- Generative AI & Online Platforms: ChatGPT, MidJourney, Kling AI, Runway, Nano Banana, Sora, Ideogram, Magnific, Krea, Topaz Gigapixel
- Craftwork: Metal & Wood (laser cutter, welding, metal casting, sanding, versatile with handheld tools), Ceramics (clay handling, kiln firing), Print (risograph, silkscreen), 3D Printing (PrusaSlicer), Bookbinding, Textiles (Sewing, loom, crochet, knitting)
- Image & Moving Image: Photography, Videography, Cinematography, VFX (Green-screen setup)
- VFX: Green-screen setups
- Coding & Development: HTML, CSS, JavaScript, Python; Visual Studio Code, Terminal, p5.js
- Illustration: Spray, acrylic, and oil painting; pencil drawing
- Set & Costume Design: Model, location, and prop scouting
- Art Direction & Research: Pitch proposals, concept development, visual research, moodboarding, storyboard creation, critical writing, client presentations

LANGUAGES

English – Native
Mandarin Chinese – Intermediate (CEFR B1)

EXPERIENCE

12/2025	Freelance Graphic Designer Yeo Workshop Singapore · Remote New Year greeting cards created in collaboration with artist Citra Sasmita.
08—11/2025	Multidisciplinary Creative Intern UNVEIL® Paris, Île-de-France, France · On-Site Key Skills & Qualifications <ul style="list-style-type: none"> • Mastery of multiple generative AI tools • Training in creating art-direction documents for graphic identity projects • Training in developing a full visual identity • Ability to respond effectively to a client brief • Ability to deliver a clean, professional project (export, upscale, file naming, etc.) • Teamwork experience within a creative studio environment • Strong attention to detail and finishing during post-production • Punctuality and professionalism Key Achievements <ul style="list-style-type: none"> • <i>Heliot Emil, "Egeigrau" Campaign</i>: Creative research, AI image generation for film shots and storyboard elements, and AI-assisted animation. • <i>Etam</i>: AI image generation for Fashion Week teaser visuals and runway projection imagery. • <i>Salomon</i>: Contributed to the development of the creative intent note. • <i>Mess</i>: Art direction, graphic identity design, and AI image generation. • <i>444</i>: AI image generation for UNVEIL's book (in collaboration with 444) and book layout design. • <i>1xTechnology</i>: AI-generated image series for the launch of the robot Neo (UNVEIL initiative). • <i>Nova Carbon</i>: AI-generated stills for an upcoming industrial campaign. • <i>Moddus</i>: Art direction for the brand's graphic identity redesign.
10—11/2025	Freelance Graphic Designer Yeo Workshop Singapore · Remote Created the visual identity for <i>Vitrine Gallery</i> , along with an invitation poster and a series of vinyl displays.
11/2024—02/2025	Short Film Director Eye Filmmuseum * KABK Amsterdam, Netherlands · On-Site Directed and produced the short film <i>The Relic of the 21st Century</i> , featured in the <i>Cyberbreach</i> program at the Eye Filmmuseum, which premiered on February 8th, 2025.
12/2024—01/2025	Freelance Artist Art Galleries Association Singapore Singapore · Remote A bus wrap design for the complimentary shuttle bus service of <i>Singapore Art Week</i> , held from January 16th to 19th, 2025.
12/2024	Graphic Designer KABK Graphic Design Dep. The Hague, Netherlands · On-Site Created the visual identity for <i>Graphic Design Project Week 2025</i> .
11—12/2024	Graphic Designer KABK Graphic Design 3A The Hague, Netherlands · On-Site Designed and developed the official website for the Graphic Design third-year <i>Metamorphoses</i> exhibition, which took place on October 15th, 2024, at the Royal Academy of Art, The Hague.
08—11/2024	Freelance Graphic Designer American Express Singapore Singapore · Remote Designed Chinese New Year red envelopes and boxes for the AMEX <i>Centurion</i> and <i>Platinum</i> tiers in collaboration with artist anGie seah.

- 07—10/2023 Graphic Design Assistant
GRAZIA Singapore, Heart Media Pte Ltd
Singapore · Hybrid
Key Achievements
- Assisted with proposals, layouts, and designs for three GRAZIA SG editions, including a two-page spread for the feature story *Gamechangers* (July–August 2023, pp. 96–97).
 - Designed the Photo wall for the September 2023 media event *HEATWAVE*.
 - Redesigned business card templates across all Heart Media brands to align with corporate guidelines.
- 04—05/2023 Graphic Designer
KABK Interior Architecture & Furniture Design Dep.
The Hague, Netherlands · On-Site
Designed and produced a posters for the *IAFD Salon of Ideas* event.
- 08/2021—
02/2022 Tiger Statue Artist Nominee
WWF * UWCSEA
Singapore · On-Site
Illustrated and painted a custom design titled *Priceless* for one of 33 fibreglass tiger sculptures exhibited islandwide for the *Tiger Trail 2022*.