NGUYEN HOANG

THAI PHAN

Steve Phan
Visual Artist

Thai Phan (Steve Phan / aka thaithantho) is a Vietnamese visual artist based in Melbourne. His work spans 3D, VFX, and emerging digital tools, creating experimental and innovative visual experiences. Thai's practice integrates art, design, and technology to explore themes of digital chaos, identity, and contemporary societal absurdities. He also works across film, photography, sound, and graphic design, approaching each project with curiosity, rigor, and a considered, self-aware methodology.

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[placeholder]

Qualification
RMIT University
Bachelor of Design (Digital Media)
2021-2025

Work experiences

2025
Mama's Boy - Dominic Fike
(Music Video - Student project)
Role: Assistant Director, Assistant Camera, Camera Equipment, D.I.T, Art-Assistant, 3D Artist, Editor, Colorist.
- Collaborated with the director to design and execute dynamic camera angles aligned with the creative vision.
- Produced CG elements in Blender and ensured seamless visual consistency through careful composition.
- Color graded the full music video from S-Log3 to stylized looks using DaVinci Resolve.

Ăm I. Doing This Right?
(Video Installation - Student project)
Role: Visual Artists
- A digitized brain that craves creativity and freedom, yet is constantly shadowed by doubt, manifests in a series of glitches that are not errors, but distinct characters, essential, unexpected moments in its evolving creative journey. This piece operates as an autonomous generative system, cycling for 2 to 2.5 minutes per iteration without human input, with each cycle producing a unique visual outcome shaped by fluctuating states of creative uncertainty. Created using TouchDesigner, Max/MSP, and VCV Rack, the work is presented on a CRT monitor, emphasizing the tactile texture and temporal artifacts of the analog screen.

Indimax Production
(Internship)
Role: Videographer, Editor
- Collaborated closely with directors and the post-production team to bring imaginative concepts to life.
- Assisted in editing various client projects using Adobe Premiere Pro and DaVinci Resolve, gaining hands-on experience with professional post-production workflows.
- Developed efficient editing practices by observing industry standards and streamlining project timelines.
- Acquired foundational insights to support a future transition into both post-production and on-set production roles.
- Notable projects: ComDance 2025, BNi Brand Me Day, Podcast Studio Promo

Work experiences

How to Uncake!
(Short Film - Student Project)

Role: Assistant Director, Assistant Camera, Camera Equipment, Gaffer, D.I.T, Art-Assistant, Editor, Colorist.

- Defined the overall aesthetic, tone, and mood of the concept.
- Collaborated with the director to develop lighting setups and provided camera operation support.
- Edited and refined the project's visual style using DaVinci Resolve.

Skills

Videography
Video Editing
3D Design
Photography
Interactive media design
Real-time audiovisual systems
Generative Art
Graphic Design

Shape of The Memories
(Short VFX Project - Student Project)

Role: Self-Directed, Visual Artist

- An audiovisual project exploring how memories take shape through the interplay of sound and visuals. Combining ambient and electronic soundscapes with deconstructed imagery, it creates a surreal, immersive experience. Developed using 3D photogrammetry and point cloud techniques in TouchDesigner.

"POOR" THOUGHTS
(Short Film - Student Project)

Role: Assistant Director, Assistant Camera, Camera Equipment, D.I.T, Art-Assistant, Editor, Visual Effect Artist, Colorist.

- Contributed to the creative development and production of a short film, collaborating closely with the director and team from concept to completion.
- Created CG elements and experimented with generative AI.
- Managed editing and sound design for the final production.

2023

Efferescent
(Creative Project - Mass Media Club)

Role: Project Leader, Assistant Director, Assistant Camera, Colorist

Software

Blender
TouchDesigner
Davinci Resolve
Adobe After Effect
Adobe Premiere
Adobe Illustrator
Adobe Photoshop

- Managed and guided a 16-person production team through concept development and creative execution for a photobook and video teaser, resulting in over 300 audience engagements.
- Supported the creative team in refining video ideas and coordinating B-roll production.
- Supported video editing and color grading to finalize the project's visual style.

Anybody's Anything
(Event - Mass Media Club)

Role: Videographer, Editor, Colorist, D.O.P

- Collaborated with the director and team to develop video compositions, assist with filming, and provide camera operation support.
- Contributed to shaping the final visual aesthetic through editing and color grading

2022

Mass Media Club
(Memeber)

Role: Videographer, Editor, Colorist, D.O.P

- Filmed and edited major RMIT events, including Orientation Day and Sport Day, Masshare, Massgraphy, etc, contributing to high-quality media coverage.
- Promoted to Media Management Board, organizing videography workshops and overseeing content creation for the club.
- Notable projects: Efferescent, Anybody's Anything, Sport Day, Orientation Day
- Received multiple recognitions, including Member of the Semester in 2022 and 2023, and Member of the Year in 2023.