

Dr. Surendheran K.

B.E., MS (UK), Ph.D., FHEA

Senior Lecturer & Associate Program Manager - Digital Media

RMIT University Vietnam / Ho Chi Minh City

Award-winning digital media educator and academic leader working across immersive media, 3D visualisation, digital pedagogy, VR/AR in education, e-learning, and technology-assisted learning.



SELECTED PROFILE

Selected profile

Seventeen years of international experience spanning university teaching, curriculum leadership, academic management, creative technology, animation production, and cross-cultural education in Vietnam, China, India, the United Kingdom, and Malaysia.

Immersive learning

Instructional design

Creative technology

Academic leadership

CURRENT APPOINTMENTS

Current appointments

Associate Program Manager - Digital Media

RMIT University Vietnam / 2026-present

People management, course design, curriculum oversight, performance evaluation, and program leadership.

Lecturer - Digital Media

RMIT University Vietnam / 2023-present

Teaching and learning across 3D graphics, animation, interactive technologies, and design through student-centred, research-informed practice.

SELECTED DISTINCTIONS

Selected distinctions

Excellence in Learning and Teaching Award

RMIT Vietnam / 2025

Teaching Citation for Outstanding Contribution to Student Learning.

Best Presenter Award - DIFCON ICCM

Multimedia University Malaysia / 2025 & 2026

Two consecutive presenter awards for research in virtual reality engagement and regenerative creative multimedia education.

Gold Award - iNVENTX

Multimedia University Malaysia / 2025

Awarded for the interactive installation Morphology of Kinesis.

EXPERIENCE

Experience

Senior Assistant Professor of Multimedia

Vellore Institute of Technology, India / 2016-2023

Teaching, assessment, curriculum development, workshops, outreach, Board of Studies, and international relations.

Senior Assistant Professor - Alternate Semester Deputation

Guangdong University of Technology, China / 2017-2023

Instructional design, UI design, game development, 3D production, audio editing, and capstone supervision.

Assistant Professor of Electronics & Media Technology

Karunya University, India / 2014-2016

Innovative instructional methods and student research across broadcasting, animation, games, web, and advertising.

Head of Academics - 3D Animation & VFX

Maya Academy of Advanced Cinematics, India / 2013-2014

Academic operations, lesson delivery, student development, seminars, and industry awareness programmes.

Head of Computer Animation & VFX

Digimation UK Inc. Ltd, United Kingdom / 2010-2012

Curriculum leadership, quality control, lecturer guidance, and international animation-course development.

Senior CG 3D Lighting Artist

Technicolor Animation Studios, India / 2007-2009

Lighting development and production quality across international animated titles including Penguins of Madagascar.

EDUCATION

Education

Graduate Certificate in Tertiary Learning and Teaching

RMIT University, Vietnam / 2025-2026

Ph.D. - Instructional Technology Using Augmented Reality

Karunya University, India / 2017-2022

MSc - Computer Animation & Visualisation

Liverpool John Moores University, United Kingdom / 2009-2010

B.E. - Computer Science

Anna University, India / 2004-2008

SELECTED FUNDED RESEARCH

Selected funded research

From Meal to Waste

SCD RMIT School Seed Grant / VND 90 million / 2026-2027

Vietnam's Path to Cultural Sustainability

RMIT Vietnam Tier 1 Early Career Grant / VND 199,971,760 / 2025-2026

Regenerating Play

CEIQ Educational Innovation Grant / AUD 5,000 / 2025

SELECTED PUBLICATIONS

Selected publications

- 01** Reflective Practice in Theory-Heavy Courses: Integrating Virtual Reality for Enhanced Engagement of Gen Z Students at RMIT University-Vietnam. Springer Nature, 2026.
- 02** A dialogue-centered framework for reducing transactional distance in online photography education: Design-based research in the Vietnamese context. Springer Nature, 2026.
- 03** The Application of Traditional Chinese Auspicious Animal Patterns in Commercial Poster Illustration. Design Insights, 2025.
- 04** Visual Representation of Traditional Chinese Auspicious Beasts in Commercial Advertising Art. Journal of Literature and Arts Research, 2025.
- 05** Morphology of Kinesis: A biophilic real-time AI installation exploring digital habitats and regenerative futures. 2025.
- 06** Virtual simulation and immersive learning research across art, medicine, MOOCs, augmented reality, and technology-enhanced education, 2016-2025.

CREATIVE & RESEARCH PRACTICE

Creative & research practice

Practice spans interactive installations, virtual reality learning frameworks, augmented-reality applications, digital heritage preservation, interface design, game development, 3D visualisation, and learning-experience design.

VR / AR

3D visualisation

UI / UX

Games & interaction

PROFESSIONAL CONTRIBUTION

Professional contribution

International Advisory Board Member

School of Arts & Design, Woxsen University / 2026

Board of Studies Member

Communication Design Program, Woxsen University / 2026

External Ph.D. Supervisor

Lincoln University College, Malaysia / 2022-2025

SELECTED OVERVIEW

This quick CV presents selected appointments, education, research, awards, and creative practice. It is not the complete academic CV. Please get in touch for the full and detailed record.

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