Anna Zorzi

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Link to my projects



EDUCATION

Expanded Scenography HKU - Hogeschool voor de Kunsten Utrecht Master's degree 2021 - 2023

Interior design **IUAV University of Venice** Bachelor's degree 2017 - 2020

LANGUAGES

English: advanced (C1) Dutch: intermediate (B1) German: beginner (A1) Italian: native

SKILLS

Technical knowledge:

Rhinoceros, Sketch Up, AutoCAD, Adobe Creative Suite, V-Ray, ETC Ion, Ableton, Q Light Controller Plus, Office Suite, Isadora, Dialux.

Technical skills: Visual and spatial design Concept, experience and exhibition design 2D/3D modelling Operating lighting/sound/video equipment

Social skills: Good communication skills Team skills Time management, reliability and accuracy Commitment and motivation Willingness to learn

EXPERIENCE

Interior designer Giovanni Zorzi architetto Current Rome (IT) - Remote 2D/3D modelling, space layout and visualisation, aesthetic and style research, concept design.

Experience maker and scenographer Looking for Nora - Artist collective Current

Utrecht (NL)

Scenography, dramaturgy, concept design, audiovisual storytelling, performance.

Experience maker and performer Gemeente Tilburg October 2024 Tilburg (NL)

Scenography, performance, dramaturgy, concept design.

Theatre technician ZIMIHC theater and Theater Kikker 2024 Utrecht (NL)

Light/sound/video set up and management, stage construction.

Interior/communication/product design intern **OpenStructures** February - May 2021 Bruxelles (BE)

Web design, test of materials, online/physical archive, events documentation, photography, photo editing.

Scenography/exhibit design intern **Curious Space** October - December 2019 Brighton (GB) - Lausanne/Neuchâtel (CH) Theatre and set design, puppets and props design, exhibition design, concept development, 2D and 3D

modelling.