

Anna Zaccaria

illustrator /designer

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I'm an graphic designer with two years of professional experience in illustration and graphic design. I have worked as an illustrator for Lahar Magazine for the past two years. I have a strong passions for both illustration and graphic design and I enjoy applying my combined experience in both fields to my work. Drawing is something I do on a daily basis, taking inspiration from a wide variety of sources and I have developed my own original style. I'am also passionate about researching new methods and techniques.

EDUCATION

Bachelor of Graphic and Industrial Design IUAV University of Venice

Illustration course / Linda Wolfsgrube / International Illustration School / Sarmede

Fundamentals of calligraphy / Lauchean Duncan RMIT / Melbourne

PREVIOUS EMPLOYMENT

/ January 2014 to Current
Illustrator / Lahar Magazine / Italy
www.laharmagazine.com
Lahar Magazine is a quarterly Art & Culture Magazine.
For each Issue I contribute with my illustrations. After searching the theme
I draw the illustration free hand then with the adobe Creative Suite
I edit it and prepares it for printing.

/ February 2016

Creative / Graphic Designer / Melbourne

Department of Economic Development, Jobs, Transport and Resources / Melbourne

/ June 2015 - August 2015

Graphic Design Consultant / Urbourne Architecture / Melbourne www.urbourne.com.au

Urbourne Architecture is a studio where I worked directly with the founder to create a logo. I took into account the story, target and methodology of the studio as well as the product. I developed two solutions - typographic an illustrative. I prepared separate files in different esolutions for the website and printing on business cards.

/ June 2014 - January 2015

Graphic Design Consultant / Just Australia / Melbourne

www.justaustralia.it

Just Australia is the Italian agency for European Students in Australia. I worked with the founders to develop the brand identity of the agency. Through my own research and discussions. I developed scratch from design the logo, business card flyers stickers and banners.

/ November 2013 - January 2014

Graphic Design Intern / Athena Evolution - GoPro, Get, Ogio / Italy www.athenaevolution.com

Athena is an international group that designs parts and accessories for motorcycles. I worked as graphic designer, and personal assistant in Athena's marketing department. With the senior designer I developed the layout for the catalogues Athena and Ogio 2016 I was involved in selecting and editing of the images, the product information and the catalogue print. For Ogio and GoPro I also developed the Italian advertising, flyer, banner and flags for the Italian Shop.

/ October 2011 - February 2011

Internship / Studio Palmeri / Milano www.lorenzopalmeristudio.it

/ July 2007

Internship Jewel Design / Studio Leonardo Ranucci / Vicenza www.leonardoranucci.com

WORKSHOPS

/ 2013

T-farm / brand identity / Studio 15 and Union Lido / Venice www.studio15design.it/15 Post to Self / typography studio Lino's Type / Verona www.linostype.com

/ 2011

Best cafè in Treviso / total image restyling with Ginette Caron at IUAV / Treviso www.ginettecaron.it

/ 2010

Sustain Ability / Oblique Stuido / Treviso www.obliquestudio.it Teach Me 7 / Fast Forward with Kessels Kramer / Venice www.kesselskramer.com

COMPETITIONS WON

/ May 2013

"Dal Cassetto alla Cadrega" studio Superfluo / Torino / August 2013 "Design of the second room of Vinile"

NightClub Vinile / Bassano del Grappa

ILLUSTRATION EXHIBITIONS

/ 18 April 2015

Rummage Magazine / Sydney

I contributed five images to the inaugural issue of Rummage Magazine an emerging creative magazine.

www.rummagemagazine.com

/ 8 November 2013 - 23 November 2013

Illustrautori / Collective La Qasba / Vicenza

Illustrautori was an exhibitions for emerging illustrators with no Italian Background. Ten illustrators showed ten works each promote the nonprofit creative collective.

/ 17 July 2013

Evening Slow Food / The Early Bird / Mirano

This organisation The Early Bird organised this event to promote the organic produce of Venice. They invited emergent djs, artists, and chefs to create an all-encompassing sensory experience.

LANGUAGES

Italian / Mother Language English / Advance

SKILLS

/ Illustration

sketching, craft, drawing, painting, collage, print design

/ Graphic design

layout, illustration, photography, typography, sketching, calligraphy

/ Product design

sketching, design, modeling, prototyping

/ Fashion design

sketching, illustration, modeling

/ Programs

Mac OS X, Rhinoceros, Adobe PhotoShop CS5, Adobe Illustrator CS5, Adobe InDesign CS5