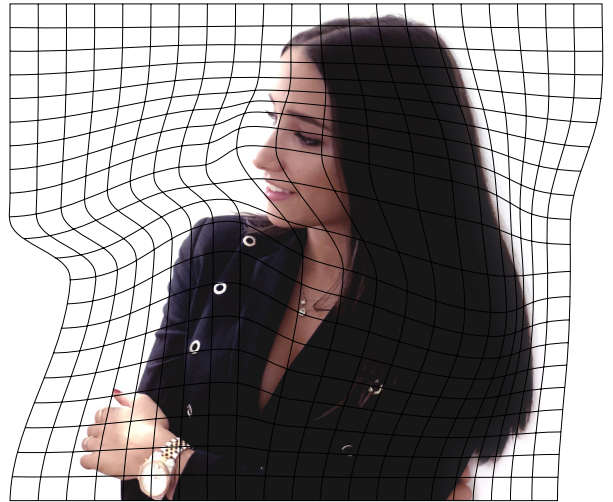


BEATRICE BAZZAN

Beatrice was born on 6 February 1996 in Rovigo, in Veneto (Italy). She left this little and particularly town in order to become a designer, and with this purpose she arrived to Milan five years ago now. The process started with a degree in Interior Design Bachelor, but then the path turned a bit: she is currently attending the second year of Master of Science in Communication Design, at Politecnico di Milano, focusing on editorial and data visualization. Design is for her what is useful, usually visually appealing but always inevitable.



Education:

- > Attending the Master of Science in Communication Design at Politecnico of Milan (years 2018 - now)
- > Graduated with honors in Interior Design Bachelor at Politecnico of Milan (years 2015 - 2018)
- > Alumna in Science High School, at P. Paleocapa in Rovigo (years 2010 - 2015)

Language skills:

- > Italian as mother tongue
- > English at B2 level (TOEIC test 920/990)
- > French and Spanish at basic level.

Work experience:

- > Communication Design Intern at IDA Identity Atlas, Rovigo (June - Sept 2020)
- > Freelance Web Design (April - June 2020)

Workshops:

- > Pop-Up Structure Design for McArthur Glen Outlet (2018)
- > Sea pollution awareness poster design with Helmut Langer (2019)

- > Generative data driven poster design in Kotlin language with Jakobs Edwin (2020)

Technical skills:

- > Really good acquaintance with the Adobe pack, skilled in Photoshop, Indesign, Illustrator and Lightroom.
- > Knowledge of Adobe XD, little experience with Premiere Pro and After Effects.
- > Good skills in softwares for 3D and 2D drawing, like: Autocad, Rhinoceros, Keyshot, Cinema 4D.
- > Good knowledge of Mac OS, together with Microsoft Office.
- > Knowledge of HTML and CSS and of Javascript, including the p5.js library.

Exhibitions:

- > "Avanzi 9x3", Veratti hall, Varese (5-20.05.2018)
- > "Line Unit" located at La Reggia di Caserta, for McArthur Glen Outlet (2019)
- > "Magazzino Sociale" exhibition of the Spleen Mag, at La Stecca 3.0 (2019).
- > "Physical Internet" visualization was published on Open Democracy, link [here](#).