



## LIVIA STACCHINI

### INTERIOR DESIGNER

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## SKILLS

Adobe Photoshop  
Adobe InDesign  
Adobe After Effect  
Adobe Illustrator  
Adobe Premiere  
Autodesk Autocad  
Autodesk 3DS Max  
Keyshot  
Microsoft Office Suite  
Rhinoceros  
SketchUp

## LANGUAGES

ENGLISH  
Full professional proficiency  
SPANISH  
Limited working proficiency  
FRENCH  
Limited working proficiency  
ITALIAN  
Native speaker

## EXTRAS

2014  
Fusolab 2.0, Rome, Italy  
Interaction Design course  
(Arduino Software- IDE)

2012  
Photo Academy, Rome, Italy  
Photoshop training course

2011  
Liceo E.Q. Visconti, Rome, Italy  
Photography course

2011  
MVC Onlus, Rome, Italy  
Assisting children communities in  
the suburbs

2010  
MVC Onlus, Peru  
Assisting communities,  
redeveloping school building  
in the favela of Lima,  
assembling prefabricated houses  
for inhabitants of areas affected  
by earthquake

## EDUCATION

Jul. 2018  
MIARD Alumni Research Award 2018 for "Into(x) the Wild"

Sept. 2016-Jul. 2018  
MA Interior Architecture: Research+Design (MIARD)  
Piet Zwart Institute, Hogeschool Rotterdam, The Netherlands

Sept. 2012-Jul. 2015  
BA Interior Design, graduated with full marks (110/110)  
IED, Istituto Europeo di Design, Rome, Italy

## WORK EXPERIENCES

Sept. 2019-present  
Communication Manager, Hola studio, Rotterdam, The Netherlands

Sept. 2019-present  
Social Media Manager, Galleria del Cembalo, Rome, Italy

Jan.- Jul. 2019  
Internship at Ace&Tate, Amsterdam, The Netherlands  
Retail Design and Retail Expansion Department

- created concepts and performed research for store design projects;
- created color palettes and color studies;
- created layout studies, briefings, and design presentations for both internal decision-making as external briefings;
- translated DWG plans into detailed 3D modelling using SketchUp;
- created final spatial CAD drawings for external architects;
- created furniture and details CAD drawings for manufacturers;
- researched materials and ordered samples;
- ensured Ace&Tate quality designed consistency

Feb.- Apr. 2018  
Teaching Assistant at BA Spatial Design  
Willem de Kooning Academy, Rotterdam, Netherlands

Feb.- May 2016  
Freelance with Arch. Sabina Ronchetti and Arch. Silvia Garrone  
Design competition "Le Piazze Fanno Centro"  
Concept planning, CAD drawings, 3D modeling, 3D visualizations,  
and Photoshop editing

Sept.- Dec. 2015  
Collaborated with SNA\_Susanna Nobili Architettura, Rome, Italy  
International design competition "Rigenerare Corviale"  
Concept planning, CAD drawings, 3D modeling, 3D visualizations  
and Photoshop editing

Oct. 2014- May 2015  
Internship Carla Tinarelli Studio, Rome, Italy  
Interior Design projects for clients of the Hotel Company IBIS (Styles)  
Concept planning, Photoshop editing, furniture choices,  
proposals presentations

## EXHIBITIONS

Mar. 2019  
Broken Nature: Design Takes on Human Survival, XXII Triennale di Milano  
Published "Into(x) the Wild" on Broken Nature online platform

Oct. 2018  
Dutch Design Week, Eindhoven, The Netherlands  
Exhibited "Into(x) the Wild" at Ulterior

July 2018  
MIARD'18 Graduation Exhibition, Piet Zwart Institute,  
Hogeschool Rotterdam, The Netherlands  
Exhibited "Into(x) the Wild"  
Published by e-flux

May 2018  
Retailution, Retailinnovatie, Rotterdam, The Netherlands  
Exhibited "Insects' farms" invited by Kenniscentrum Creating 010  
at World Trade Center (WTC), Rotterdam, The Netherlands  
at New Fork, Rotterdam, The Netherlands

Nov.- Dec. 2017  
Drawing Out: Material Dialogues With The Boyarsky-Collection  
deSingel Internationale Kunstcampus, Antwerp, Belgium  
Exhibited "Beat the Yellows With the Yellow Edge"

## WORKSHOPS

May 2018  
Symposium "Artificial Nature", Venice Biennale for Architecture, Italy  
Curated by Ideal Spaces  
Presented "Into(x) the Wild"  
Published at Journal of New Frontiers in Spatial Concepts in 2019

Jun. 2014  
IED Art Lab, Rome, Italy  
Curated by Philip Morris  
Created conceptual drawing based on the Italian heritage  
Exhibited at MAXXI, Rome, Italy

Mar. 2014  
Pimp My Cart, Rome, Italy  
Curated by Orizzontale Architects  
Created 1:1 prototypes of mobile infrastructures for urban spaces