

I am an open-minded and self-motivated designer with excellent creative problem solving and collaborative communication skills. I am passionate about contemporary scenography and multi art-forms, with a focus on creating conceptual and innovative designs that capture the essence of a narrative and reflect on today’s topics. I have strong design skills and experience working across a range of production scales. I respond to decisions quickly and take responsibility for achieving project outcomes. I am a fast learner and adventurous and enjoy applying my design skills effectively to solve creative challenges. I enjoyed working with emergyng technology to expand more possibilities of visual storytelling. I am interested in working in contemporary theatre, dance and multidisciplinary performance.

Design skills

SketchUp	●●●●●	Model Making	●●●●○	Moodboard Research	●●●●●
AutoCAD	●●●●●	Adobe Creative	●●●●●	Digital Prop (Nomad)	●●●●●
Cinema 4D	●●●●●	Vray Rendering	●●●●●	Digital and Hand Drawing	●●●●●

Education Background

2020-2023 BA(Hons) Design for Performance - Royal Central School of Speech and Drama
2024.04-06 Learning to Look at Modern Art- Short course - Oxford University

Production Credits

2025.08.07-08.24	Set and Costume Designer -Research and design for set and costume. -Source, make, construct and install the set, costume and all props	John Clare The Madness Sessions (Dir.Clemmir Reynolds) The Courtyald Theatre, Studio
2025.06.09-06.29	Creative Director -Led visual design to shape the aesthetic, mood, and set transformations -Designed, sourced, and placed props and visual elements based on production briefs	Can They See Us Now (Dir.Marco Beyermann) London
2023.07-2023.12	Set and Costume Designer - Design, model making and digital rendering for storyboards. - Work closely with directors in respond to design and practical challenges. - Overseeing the production phases within budget and time constraints	Chicago(Dir.Mary Bruton -Andrews & Mark Collier) Edward Latymer Theatre. Upper Latymer School
2022.12-2023.01	Costume and Co-set Designer - Organize online theatre workshops for the R&D stage - Designing costumes and sourcing - Coordinating fitting schedules	The Pudding Club. (Dir.Belle Bao) Vault Festival 2023
2022.06-2022.10	Set and Costume Designer - Concept research, design and effectively deliver it to production team. - Work with production manager to source materials and props - Collaborating with lighting designer to create immersive atmosphere	Electra(Dir. Yasmin Hafesji) Webber Dounglas Studio Royal central school of speech and drama

Design Experiences

2023.10.23-11.06	Set Design Assistant - Attending production meetings and addressing follow-up notes - Reviewing technical drawings and checking stage views	Jephtha (Dir. Oliver Mears) Royal Opera House Set Designer. Simon Lima Holdsworth
2023.04.21- 04.29	Design Assistant - Creative problem solving in response to the designer's idea - Set dressing and painting - Costume adjusting and fitting	The Circle (Dir. Tom Littler) Orange Tree Theatre Designer. Louit Whitmore
2022.08-2022.09	Costume Assistant - Managing costume documentation for tracking and organization. - Costume fitting for 48 actors - Costume fixing and adjusting	The Age of Awakening. (Dir.Nian He) ShangHai Dramatic Art Centre. Costume & Makeup Designer. Guiying Dong
2022.03-2022.07	Set Design Assistant - Figure making and technical drawing for construction - Staging storyboard drawings during the devising stage - Regular check-ins with construction and props departments in line with material testing and design realisation	Promiscuous Cities(Dir.Alyson Campbell) EmbassyTheatre. Royal central school of speech and drama. Designer.Bex Kemp
2021.12.08-12.17	Design Assistant - Create sculptures and handmade props - Set dressing and conducting character-driven moodboard research - Manage props and ensure props are in the correct storage location	The Burnt City (Dir.Felix Barrett & Maxine Doyle) Punchdrunk Company. London Designers. Felix Barrett, Livi Vaughan, Beatrice Minns

Speculative Projects

2023.04-06	Opera Project 'The Exterminating Angel' - (Dir. Stewart Laing) Set and Costume Designer
2022.09-12	New-writing play 'ZHE:[noun]undefined' - (Dir. Tonderai Munyevu) Set and Costume Designer
2022.04-07	Site-specific dance-'The Hugging Project' - (Choreographer: Scarlett Pedereau) Co-designer and Sound designer
2021.05-07	Immersive audio performance-The Field - (Mentor: Stephaine Singer) Graphic and soundscape designer