

# ANNA ZIMMER

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## EDUCATION

**Parsons School of Design, NYC, NY** || M.F.A. in Design and Technology, Expected Graduation 2027  
**Stevens Institute of Technology (SIT), Hoboken, NJ** || B.A. in Visual Art and Technology, May 2025

## RELEVANT EXPERIENCE

**RedShift Creative Publication, Editor in Chief, SIT, April 2022 – May 2025**

- Quadrupled production of zines per semester and increased outreach by 50%
- Directed and contributed to all areas of planning, curating, layout design, and printing
- Managed a team to efficiently and cohesively execute day-to-day and large-scale operations

**Freelance Creative Designer, Various Clients, 2024 – Present**

- Event photography for community organizations and private clients
- Illustration and visual design for independent game development
- Album artwork and promotional materials for independent musicians

**Whole Foods Market, Specialty Team Member, May 2025 – Present**

- Educated customers on artisanal cheese selection and sustainability challenges
- Translated complex factors (climate shifts, resource scarcity, market pressures) into compelling narratives about food heritage, extinction risk, and impact of consumer choice

## SKILLS

- Adobe Creative Suite (Photoshop, Illustrator, InDesign, Lightroom, Premiere)
- Programming: Java, JavaScript, Processing, p5.js, Python, HTML/CSS
- Physical Computing: Arduino, Feather, analog and digital sensors
- Interactive Design: TouchDesigner, UI/UX, Data Visualization, Prototyping, Narrative Design

## PROJECTS

**TECHNARIUM, 2025**

Self-aware terrarium installation critiquing techno-solutionism through environmental sensors integrated with generative visuals. The system generates reactive poetic text, sound, and visuals confessing its failure to bridge human-environment conflict in an age of climate crisis.

**ARK-4E: An Inquiry Into Memory, 2025**

Thesis exploring archives and mnemonic culture through speculative storytelling. Viewers interact with a fabricated office environment containing architectural models, records, and ephemera to construct narratives about data loss in the Information Age.

**Don't Touch Me!, 2025**

Interactive object using conductive gelatin with capacitive sensors, exploring integration of analog biomaterials with digital technology via playful audio/touch exchanges.

**Strange Paradise, 2024**

Installation combining generative code, 3D models, and AR to explore concepts of infinity as presented in Borges' *Garden of Forking Paths*.

## HONORS & AWARDS

**Outstanding Creative Work Award**, Visual Art & Technology Senior Exhibition 2025

**High Honors**, Bachelor of Arts, SIT, 2025

**Dean's List**, SIT, 2021-2025 (Eight consecutive semesters)