

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)