

C U R R I C U L U M V I T A E

P I E R A N T O N I O P O Z Z A N

E D U C A T I O N

Bachelor in Science of Architecture Laurea confirmed by IUAV University of Venice in 2005, with a thesis about the simulation of the evacuation of the buildings.

High school diploma confirmed by the second Level College of Science P. Liroy of Vicenza in 1999.

W O R K

AT ARCHITECTURAL FIRM

2005 › 2013

Interior and exterior renderings and photomontages for shops of high fashion brands.

Interior and exterior renderings and photomontages for the public process of valuation of the environmental impact of the restoration and expansion of a villa.

Layout planning of shops for high fashion brands.

Development of the drawings of the buildup of a building with offices, car repair and body shop and car dealer.

Development of the drawings for the permission to expand a plant.

FREELANCE WORK

2009

Renderings for the new offices of a public authority.

Renderings for a showroom in Budapest.

2010 › 2012

Renderings for a food company.

2011

Photomontage of some bus stops.

Renderings for a new kitchen model.

2011 › 2012

Renderings for the public process of valuation of the environmental impact of the new viabilij near a villa of Palladio.

2012

Renderings for a trade show booth.

Renderings for the project of a bathroom within the "Premio Stile" contest.

2012 › 2013

Renderings for the catalogue of a lighting firm.

CONTESTS (3D)

2011

Contest for the riqualfication of the town centre of Roana.

2012

Contest for the riqualfication of Ferdinando di Savoia square. Peschiera del Garda.

2013

HOSThinking - A Design Award.

CONTESTS (2D)

2013

Proposal for the logo of the cities of Milano Marittima, Jesolo and Albino.

I T K N O W L E D G E S

Operative Systems

Microsoft Windows from 98.

Apple from 8.6 to 10.5.

GNU/Linux Distros: Debian, Ubuntu, Arc etc.

WORD PROCESSORS AND SPREAD SHEETS

Suite OpenOffice/LibreOffice.

Office.

2D GRAPHIC

Gimp, Inkscape, Photoshop, Scribus, Freehand, Fireworks.

3D GRAPHIC

Blender, 3d Studio Max. Render engines: V-Ray, Indigo, Cycles, Yafaray, Mental-Ray.

Experience of 3d scanning, restitution and 3d printing.

CAAD

Autocad, Vectorworks, Draftsight.

OTHER SOFTWARES

Adobe Premiere, Netbeans, suite Imagemagick.

PROGRAMMING LANGUAGES

At different levels: Python, Java, Python, JavaScript, PHP, C, C++, Yabasic.

L I N G U I S T I C A L K N O W L E D G E S

Conoscenza a livello scolastico del tedesco e ad un livello superiore dell'inglese.
Conoscenza base del giapponese.

O T H E R K N O W L E D G E S

2011

Photographic rendering and post-production course layed down by Carmine Di Feo ("3D Blo"g).

2012

Basic course of Japanese by the Gohan association in Vicenza.

Professionalising course in paper engineering layed down by Dario Cestaro.

I N T E R E S T S

Origami, kirigami, pop-up and paper engineering.

Fencing, played from 27 years at national agonistic level and presently vicepresident of the Fencing Association of Vicenza.

I N F O & C O N T A C T S

Born in Arzignano the 3rd of march 1980.

Adress: Via Scarpa, 124 - 36100 Vicenza

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VAT: 03374380248

Phone: 339-1030952

E-mail: info@hanaishi.it

Site: www.hanaishi.it