

gréti milla zeitvogel

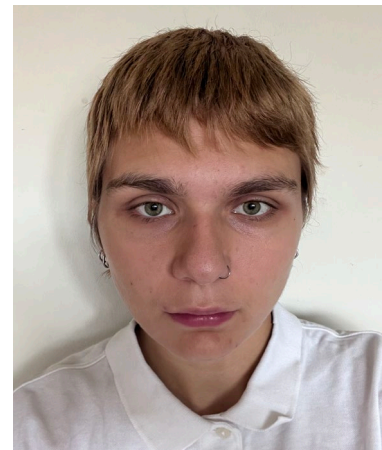
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EDUCATIOIN AND TRAINING

HIGH SCHOOL DIPLOMA

Alternative School of Economics, Budapest | 2015-2022

BASIC PHOTOGRAPHY

Alternative School of Economics, Budapest | 2018-2019

DRAWING , PAINTING, 2D ANIMATION

Felszabttér Drawing School Budapest | 2019-2022

ANIME STUDIO, 2D ANIMATION

Hegyző Animation School Budapest | 2020-2021

INTERACTIVE/MEDIA/DESIGN

Royal Academy of Arts The Hague | 2022-current

GUEST STUDENT, FACULTY OF HUMANITIES

Leiden University | 2023

EXPERIENCE

BARISTA, SERVER

Pozsonyi Pagony, Budapest | 2019-2022

Koorenhuis, Den Haag | 2022-2023

Le Café, The Hague | 2023-2024

PROGRAM COORDINATOR, ANIMATOR IN ESCAPE ROOM

Pozsonyi Pagony, Budapest | 2019-2022

INTERDISCIPLINARY FESTIVALS(bartender, customer service and production help)

Le Guesss Who? festival, Utrecht | 2022

rewire festival 2023, The Hague

grauzone festival 2023, The Hague

sniester festival 2023, The Hague

SALES ASSISTANT

Kilokilo The Hague | 2024-current

SEWING, DIGITAL MARKETING, ALLROUND RESPONSIBILITIES

Studio Sososo(personal project) | current

EXHIBITIONS, PERFORMANCES

AUDIVISUAL PERFORMANCE, LIVECODING

3435, The Hague | 2023

AUDIVISUAL PERFORMANCE, LIVECODING

Synergy sessions, Het Koorenhuis, Den Haag | 2023

PROJECTION FOR STAGE PERFORMANCE

The Royal Conservatoire, The Case | 2023

GROUP EXHIBITION; ARCADE FOR ADULTS

Quartair, The Hague | 2024

LANGUAGES

hungarian | mother tongue

english | C1, fluent

french | B2, intermediate

dutch | beginner

DIGITAL TOOLS

Adobe Creative Suite

Microsoft 360

Arduino IDE

Anime Studio

TVPaint

Touchdesigner

Blender

Cinema 4D

Prusa Slicer

Figma

Slack

Wix and Cargo

HANDS-ON TECHNIQUES

Basic woodworking skills

Woodcarving

Basic metalworking skills

Basic ceramics skills

Riso printing

Silkscreen printing

3D modelling and printing

Technical, model drawing

Oil, acrylic painting

Croquis

Weaving , TC2 digital loom

Tufting

Videography and editing

Digital and analogue photography

Developing and processing B&W film

Electronics

Basic Coding

2D animation: frame by frame, rigging