

# Carolina Marconi

(she/her)

VR Narrative Development & Project building

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Italy / UK

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## EDUCATION

MA in Ethnography and Documentary (VR Strand)

- UCL - London (2017 - 2018)

BA (Hons) in Film Production

- UWL - London (2014 - 2017)

IELTS certificate - 7.5 score

- Italian - mother tongue
- English - native speaker

## TECHNICAL SKILLS

- Researching
  - Budgeting
  - Unity 3D
  - Office package (Excel, Google Sheets)
  - Managing people skills and tech teams (Scrum, Kanban, JIRA, Trello, Confluence)
  - Scriptwriting (immersive and linear storytelling, Final Draft)
  - Editing (Adobe suite)
  - Unity (intermediate)
  - 360 camera work (Insta360 pro 2)
  - Ambisonic sound design (Reaper)
  - Subtitling ITA/ENG
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## **Research Fellow - Sant'Anna School of Advanced Studies in Pisa (July 2022 - July 2024)**

The project ENGINE focuses on creating 3D and 360 VR training to tackle violence against women and gender abuse.

The training is aimed at young boys and their teachers/trainers from high schools, universities and sports clubs residing in the area between Pisa and Florence (Tuscany).

- Defining ethical key elements of VR training.
- Creating a script for the training considering two different sets of audiences (young students and older teachers).
- Producing the 360 audio and video training using specific technical equipment.

## PRODUCED PROJECTS

- **// Corredo** official selection first workshop **Venice Biennale College VR International** 2021 - 2022
- **APS Echoes** - Vice President of Echoes, an association of social promotion operating between introspective theatre, installations and new technologies. Based in Florence.
- **Nowhere** (MA degree project 2017 - 09/ 2020) is *an* immersive documentary shot in 360. It puts the user in the middle of a story of motherhood and migration. The user is a baby carried by a woman travelling to Europe on a dinghy. The experimental short premiered in several documentary film festivals around Europe.
- **The Premature Project / Becoming** (2018) - Continuation of the research study on the neonatal condition of Nowhere with the integration of multisensory aspects. Official selection at the Venice Biennale College VR Italy 2018 for the first production workshop.

## VR EXPERIENCE

### **Wondder**

#### **VR Designer for LD/Diversity training in VR**

*January 2018 - present, Berlin*

Writing the interactive narrative for training on unconscious bias for Wondder, a company specialising in VR training on diversity and inclusion. Managing the game narrative development from idea to completion.

#### **Latest projects :**

- "First woman in space" (<https://wondder.itch.io/humanity-first-woman-in-space> )
- "A day in the office"
- Researching on VR and psychology (Mel Slater/Bailenson).
- Writing from concept to finished layout, dialogues and branching narratives.
- Create and meet deadlines for drafts and brainstorming sessions.
- Experiment with interactive VR technology to better understand the user experience.

#### **APS Echoes - Executive producer immersive projects**

*April 2020, Florence*

**The immersive content creation workshop "Action and Immersion" was created in collaboration with Gold Enterprise and Aspic Toscana.**

- Theory on VR and counselling techniques
- Teaching the use of communication techniques to create immersive content.
- Training in VR camera, lighting and sound techniques.
- Production of immersive installation "Lo Strappo".

**Gold Enterprise***December 2020, Florence***Line Producer**

Continuity supervisor of an immersive production Infinito Produzioni and Teatro della Pergola, *Così è' (o mi pare)* directed by Italian actor Elio Germano. A feature film shot at 360 degrees, an immersive re-adaptation of a Pirandellian classic.

- Working close to the director to define the daily sequences at the end of each "run".
- Creating an effective editing method for 360 productions that didn't require being on set.
- Instructing actors and crew on stitching lines and what to consider when shooting 360 degrees.

**Marshmallow Laser Feast***01/2019 - 01/2020, London***Production Assistant**

Innovative London-based design studio focusing on immersive virtual reality experiences.

- Touring producer for the experiences *In the Eyes of the Animal* and *Treehugger* in various venues and festivals in Europe (New Forest, UK / Other realities, Warsaw / Odunpazarı Modern Museum, Turkey and more)
- Assisted the office manager with the studio assignments and tasks (travel arrangements, budgeting, general administration).
- User Experience Researcher examining visitors' responses before and after experiencing *We Live in an Ocean of Air* at the Saatchi Gallery. Data study and research on VR statistics based on training and production results.

**TEAM MANAGEMENT EXPERIENCE****Red Shoes UK***March-May 2021 / online***Co-organizer and lecturer**

As part of the cultural association Red Shoes UK, I participated in organising Other Spaces a 7-week online course on virtual reality and its creative space.

- Writing application calls to get the course off the ground.
- Leading the introductory class on VR from both a technical and theoretical point of view.
- Maintaining contact with guest speakers for each masterclass.
- Tutoring participants with ongoing projects or an initial proposal to help them make their concepts clear and defined for presentation at the end of the course.

**MAIN TRANSLATION EXPERIENCE ENG-ITA*****The Walk - Il Cammino* a Good Chance Theatre production (2020) -**

<https://www.walkwithamal.org/education/activity-pack/> Italian translation of the whole *Education and Activity pack* of the Walk. The Walk is an itinerating performance that sees Amal, a 3-meter puppet of a Syrian 10-year-old, walking from Syria to the UK to find her mother.

**DOCUMENTARY/FILMMAKING**

***Striking Back Pictures (Ltd)***

*October 2021 - 2023*

***Producer***

- Producer on and offset for the production company Striking back pictures
- Organisation of virtual production shoots in Wroclaw (PL).
- Team and budget management.
- Actors management.
- Compilation of applications for UK and Italian funds.
- Intermediary between director and VFX team

***Transmedia Productions***

*September 2020*

***II assistant director***

II assistant director to the hybrid documentary feature *Lala, an important* film that deals with issues that “second class citizens” like the Roma community face every day in Italy.

- Daily creation of ODGs (agendas), production schedule, and script control for props and costumes.
- Point of reference for the actors, management of actors and extras through make-up and costumes.
- Assisting the assistant director with any problems that might arise during the day's shooting.

*References available on request*