

Anna Sokolova

(Nuta Sokol)

Live Visuals & Real-time Designer

Projection mapping · VJ · installations
Visual identity and web

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Recommendation letters
on request

I design and run real-time visual systems for clubs, festivals and installations — over 135 shows at Tempio del Futuro Perduto in Milan since 2024, for audiences of 300–600 — and I design the identities those rooms are wrapped in. 6+ years of client work in identity, campaigns and motion, for clients including PepsiCo, Metro, Dufry and Mercedes-Benz. MSc Digital & Interaction Design, Politecnico di Milano.

Experience

Nov 2024–Present

Visual Designer & Live Visuals Tempio del Futuro Perduto, Milan

Run the venue's live visual system in Resolume, MadMapper, Hydra and TouchDesigner: content pipeline, composition, MIDI and projection mapping, audio-reactive parameters. Over 135 shows for audiences of 300–600, including events with Hiroko Yamamura and Yousuke Yukimatsu. Identity, print and web for the venue's programmes: Tempio di Bacco, Maramao Vintage Market, and Milano Futura 2125 — a hundred-year masterplan supporting a 99-year concession request to the Comune di Milano.

Feb 2024–Aug 2024

UX Designer (Internship) Deloitte Digital Italy, Milan

Enterprise digital products in regulated sectors. Conversion analysis for a global e-commerce platform, usability testing and personas, and a redesign of the internal WCAG accessibility course.

2019–2022

Motion & Graphic Designer, Freelance Moscow and remote

Identity, campaign and motion work across retail, FMCG and fintech. Icon set for Dufry airport self-checkout kiosks; investor decks for Mercaux, London; site restructure for Unitarius. Also PepsiCo, Metro, Alfa-Bank, Mercedes-Benz, Ecomilk, Central Market and other clients.

Skills

Real-time & show

Resolume Arena
MadMapper
TouchDesigner
VDMX5
Hydra (live coding)
Projection & MIDI mapping
LED walls, lasers
Audio-reactive systems

Design & motion

Figma
Adobe Creative Suite
After Effects
Blender

Currently building

WebGL
Hand tracking
Arduino & sensors

Methods

Design research
Usability testing
Accessibility (WCAG)

Education

2025

Politecnico di Milano,
MSc Digital & Interaction Design,
final grade 109/110

2020

NRU HSE, Moscow,
BSc Media Communications,
with honors

2018–19

University of Jyväskylä,
Intercultural Communication and
Journalism, Erasmus+ Exchange

Talks & teaching · 2026

Visioni Techno — talk and workshop
on building a VJ set. Scuola della
Techno, Milan (30 people); online for
AVJI, Indonesia (35)

Languages

Russian – native
English – C1
Italian – A2, improving

Selected live work

With Love Festival, Catania

Live visuals · LED · 2025

Four-VJ back-to-back with the Vizzz Vizzz community, two LED walls, 2,000–3,000 people; visuals through Charlotte de Witte's set.

Oriental Techno Club, Milan

Projection mapping · 2024–26

Monthly installations, one per element of the Wuxing, mapped live; now every Friday. Includes Water, a layered installation.

“Interdependence”, Milano Design Week

Live coding · 2025

Live-coded audiovisual set in Hydra for a Politecnico di Milano exhibition, editor on screen.

Mapping Festival, Geneva

Lasers · projection mapping · 2024

Lasers and projection on one geometric wooden structure (student project).

Tempio Festival, Berlin

Installation · 2024

Tempio's rooms scanned with Lidar, rebuilt as point clouds in TouchDesigner; looped projection, three days.

Tempio Festival, Milan

Projection mapping · 2025

Four days on a surface divided into sky, city and architecture, the performance inside the circular window.

Selected design work

Oriental Techno Club website

Identity and web · 2026

Built from archival research: Chinese books, woodblock prints.

Maramao Vintage Market

Identity and website · 2025

Six colours, a cat illustration system, bilingual site, print.

Tempio di Bacco

Identity, print and web · 2025–26

Monthly natural wine fair; logo drawn from the venue's facade.

Lumya

Interactive system, Politecnico · 2024

Safety system for deaf cyclists: Arduino, sensors, a light language and haptics. Group project.

Polimi Library App

UX, information architecture · 2023

App rebuilt from its information architecture; task success 47% → 78%. Team of four.

Plastilin · Film Jar

Self-initiated browser pieces · 2026

Hand-tracked image deformation; a weekly film-literacy ritual. Designed by me, code iterated with an AI assistant.