

# ALICE EDGAR

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## DESIGN WORK

- 2026 **Co - Set & Costume Designer** *The Bartered Bride* - Redland Hall - Director: Harvey Evans
- 2026 **Set Designer** *Opera Scenes* - Richard Burton Theatre - Director: Jack Furness
- 2026 **Set & Costume Designer** *The Mirror* - Richard Burton Theatre - Director: Will Cox
- 2026 **Costume Designer** *The Piano Lesson* - Carne Foyer - Director: Tetiana Hnatiuk
- 2026 **Art Director** *Wake Up* - Director: Jac Ifan Moore
- 2026 **Design Assistant** *Dirty Beasts* - Various venues - Director: Sarah Crisp
- 2025 **Set & Costume Designer** *My Kids Suck* - Theatre503 - Director: Rebeca Romeo
- 2025 **Set Designer** *Salem* - Young Vic, Richard Burton Theatre - Director: Sara Lloyd
- 2025 **Design Assistant** *La Traviata* - St Mary's Church, Wedmore - Director: Harvey Evans
- 2025 **Costume Assistant** *Tartuffe, The Imposter* - Richard Burton Theatre - Director: Claire Brown
- 2025 **Design Assistant** *Company* - Richard Burton Theatre - Director: Hannah Noone
- 2025 **Design Assistant** *Sweeney Todd* - Sherman Theatre - Director: Josh Seymour
- 2025 **Art Department Trainee** *Different Now* - Director: Tomos West
- 2024 **Scenic Coordinator** *Treasure Island* - Bute Theatre - Director: Polly Graham
- 2024 **Scenic Artist** *Blithe Spirit* - Richard Burton Theatre - Director: Jac Ifan Moore

## EDUCATION

- MA Design for Performance** Royal Welsh College of Music and Drama (Graduating July 2026)
- BA (Hons) Architecture : 2.1** University of Sheffield

## EMPLOYMENT

- 2022/23 **Part 1 Architectural Assistant** - Alessandro Caruso Architects

## RELATED EXPERIENCE

- 2021-22 **National Portrait Gallery** - Youth Forum Member
- 2021-22 **Built Environment Students for Climate Action** - Team Member
- 2020-22 **Sheffield University Architecture Society** - Mentor
- 2019-20 **University of Sheffield** - Academic Representative

## DESIGN INTEREST

- The ability of design to support and uplift other creative disciplines within performance
- Sustainable design as a key driver of the design process
- The exploration of space and the power of collective experience to build community

**Skills:** AutoCAD, Photoshop, Illustrator, SketchUp, Model making, Illustration, Scenic painting