

TIA ALEXANDROU

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PROFILE SUMMARY

I am currently a Design Realisation student at Guildhall School of Music and Drama. I am a skilled maker, currently studying the disciplines of scenic art, prop making and scenic construction, and have worked in these departments on a variety of productions.

SKILLS

- Sculpting
- Casting and moulding
- Scenic painting
- Creating faux textures
- Scaling up from models
- Carpentry
- Welding
- Machine and hand sewing
- Aging and distressing
- Laser cutting and CNC
- AutoCAD and V-carve knowledge
- Problem solving and flexibility
- Team working skills
- Efficient time management skills
- Design skills and awareness

WORK EXPERIENCE – Within Guildhall

Prop Maker - Opera Scenes 2025 production

For this production I worked primarily on two Roman God statue inspired masks. I first drafted a design based off the brief and then I sculpted this out of clay. I then created a mould from this using silicone and plaster. I casted this twice to create two masks and then added further (differing) embellishments to each of them using miliput epoxy clay. I also casted a 3rd mask to create a broken statue face that was used as set dressing. I painted the masks with a marbling effect. As well as these masks I also worked with a team on the rubble and debris floor design.

Scenic Artist - Double Bill Opera: Der Wald and Lucrezia 2025

For this double bill opera we painted two sets. For Der Wald, I worked as an artist on a 16x6 meters forest backcloth and on creating a realistic wood texture on two barn designs. I also practiced dirty down paint skills here on a ladder and painted realistic bird poo on the barns. For Lucrezia, I refined my woodgraining skills through woodgraining several tall flats to create a formal courtroom design.

Scenic Artist - Enron 2025

For this drama production, I worked on painting a floor design directly on the stage floor. We painted a stock market themed design, using a variety of skills like stencilling and spray painting to create gradients.

Scenic Artist - The Welkin 2025

For this production, I worked with a team to paint a broken down wooden floor directly on the stage floor. I used woodgraining and breaking down skills to create this design.

Scenic Carpenter - Owen Wingrave Opera 2026

I worked in a team to create the face of a paramount house in a forced perspective design. I worked on welding a structure for the house first, and then on cladding it with wood. I then worked on building window frames and other embellishments for this house. I cut out a balustrade design for this with a jigsaw and copied it with a copying router. I also worked on building a set of sloped treads on castors.

Scenic Artist - As You Like It 2026

For this production, I worked on texturing and painting a flown wall fresco which involved sponging techniques. I used lettering skills to paint a large quote across the stage floor. I then worked on painting a large truck designed like a barn and house. For this, I wood grained a metal structure with fabric as well as used a heart rocker and combs to woodgrain an oak wood floor. Finally on this barn truck, I also painted a second floor as an ashy wooden floor with a colourful but faded and broken harlequin pattern over the top. This production also gave me experience on a green book show within scenic - so I have used green book texturing materials and paints.

– External Work

ASM - PROP MANAGER

On these two ballet shows I worked as an ASM in a limited team who managed the props Amateur Ballet - 'Somewhere overin the run of the show. I worked side of stage and set up the props table. I created the rainbow' running lists, and ran a team to do set changes and prop placements on stage. 'Nothing's Impossible'