

NINA BALL

Scenic Designer

NINA BALL (she/ her) is a scenic designer, visual artist and educator based in the San Francisco Bay Area. Her work has been seen at American Conservatory Theater, Oregon Shakespeare Festival, Seattle Repertory, Repertory Theatre of St. Louis, Theatreworks, California Shakespeare Theater, Shotgun Players, San Francisco Playhouse, Marin Theatre Company, Aurora Theatre Company, among many others.

Notable productions include the West Coast premiere of *Natasha, Pierre and the Great Comet of 1812* at Shotgun Players (nominated for a SFBACC Award), *Romeo and Juliet* and *How I Learned What I Learned* at OSF (transferred to Seattle Rep and TheatreWorks) . Other awards include TBA awards for *Blasted* at Shotgun Players and *The Nether* at San Francisco Playhouse. SFBACC awards for *My Fair Lady* at SF Playhouse, *Metamorphosis* at the Aurora, and *Nan and the Lower Body* at Theatreworks, among many others.

Ball is also a production designer and has worked on numerous film, TV and commercial productions. Notable projects include *Pushing Dead* by Tom Brown, and *A Blank Slate* by Sara Eliassen.

She received her MFA in Scenic Design with a Costume Design secondary from San Francisco State University. Ms. Ball holds a bachelor's degree in biology with an emphasis in marine ecology from UC Santa Cruz and studied visual art and photography at the Fashion Institute of Technology (FIT) in New York City. She teaches Scenic Design at Stanford University.

Ms. Ball has been a company member at Shotgun Players in Berkeley since 2009 and is a member of United Scenic Artists, Local 829.