Tiger Dingsun

Graphic Designer, Front-End Developer, Editor

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Summary

My interests triangulate pretty concisely within the intersection of graphic design, web development (and developing other forms of digital media), and publications, whether digital or print, or other experimental formats.

Education

Brown | RISD Dual Degree

Brown University

→ Sc.B Computer Science — May 2020
Rhode Island School of Design

→ BFA Graphic Design — May 2020

Skills

\rightarrow Creative

InDesign, Illustrator, Photoshop, After Effects, Adobe XD, Sketch, InVision, Cinema 4D, Type Design (Robofont, Glyphs), Web Design, Creative Coding, Publication Design, Book Design, Branding and Identity Design, Poster Design, Motion Graphics, Audio Editing (Ableton, Audition), Video Editing (Premier)

→ Technical

Python, Java, C, C++, OpenGL, Tensorflow, PyTorch, Max/MSP, Javascript, Typescript, React, Angular, HTML, CSS/SCSS, RISO Printing, Letterpress, Large-format Printing, UV Printing, Vacuum Forming, Laser Cutting, Bookbinding

→ Languages → English, Mandarin Chinese

Activities

→ Research Assistant

Providence, RI | 2019 – current

Assisting with Professor Daniel Ritchie with front-end development and UI design on research involving deep learning and computer graphics

→ Clerestory

Design Editor | Providence, RI | 2017 – 2018 Head design editor at the oldest literary and visual arts publication at Brown University.

→ BRDD Exhibition Committee

Branding Committee Lead | Providence, RI | 2015 – 2019

Identity and branding (posters, signage, postcards, wall vinyl) for the annual Brown | RISD Dual Degree Exhibition.

Experience

→ Triple Canopy

Editorial and Digital Production Intern | NYC | Summer 2019 Assisted in editorial research, front-end development, InDesign scripting, digital production, and type design, as well as development of an open-source project for automating parts of the digital publishing process.

→ RISD Design Guild

Studio Manager | Providence, RI | 2019 – current
The RISD Design Guild is a student-run graphic design studio.
We provide design services to student groups and school offices across the RISD campus and at Brown. As Studio Manager, I oversee a team of nine other designers, and act as a liason with RISD administration.

 \rightarrow Volume 1

Editor | Providence, RI | 2018 – current v.1 is RISD's student publication. As an editor, my responsibilities include working with contributers and copyediting, with an added focus on print/publication design, production and website management.

 \rightarrow Johnson and Johnson

Digital Experience Design Intern | NYC | Summer 2018 User research, UI/UX design, front-end development, and rapid code prototyping for various long-term projects. Created an AR prototype and presented it to members of the Johnson and Johnson leadership team.

- → Brown University Office of Sustainability Graphic Design Intern | Providence, RI | 2016 – 2018 Designed promotional materials (posters, branding, signage, email newsletters, etc.) for various initiatives and programs, reaching the entire student body as well as faculty and university employees. Also helped with the logistics and planning of key campus events.
- → Rhode Island School of Design RISO Printing Technician | Providence, RI | 2018 – current Printing Technician for RISD's RISO printer. Experience with color separation and large scale production.

Teaching Assistant | Providence, RI | 2016 – 2018 Assisted both Alejandro Borsani's and Paula Gaetano-Adi's foundation design class.

Specialized Coursework

→ Computer Science

Computational Vision, Computational Linguistics, Deep Learning, Design and Analysis of Algorithms, Computer Graphics, Advanced Computer Graphics, Artificial Intelligence, Creating Modern Web Apps, Computer Systems, Data Structures and Probability, Object-Oriented Programming

→ Graphic Design

Brand Identity Design, Newly Formed, Type Design, Advanced Typography, Experimental Digital Publishing, Computational Drawing, Color, Web Design