

Tiger Dingsun

Graphic Designer, Front-End Developer, Editor

Design Portfolio → tiger.exposed

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Summary

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

Education

Brown University

→ Sc.B Computer Science — 2020

Rhode Island School of Design

→ BFA Graphic Design — 2020

Skills

→ 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, Poster Design, Motion Graphics, Audio Editing (Ableton, Audition), Video Editing (Premier)

→ Technical

Java, C, C++, OpenGL, Python, Max/MSP, Javascript, JQuery, 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

→ Uncommon Sense

Founder and Co-editor | Providence, RI | 2017 – current

Founder of Uncommon Sense, a publication collective featuring work that applies a decolonial thinking towards the institutions we live within.

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

Experience

→ Vanguard

Developer | Philadelphia, PA | 2020 – Current

Software development and experimentation for Vanguard's client-facing webapps.

→ Poetic Justice Group @ MIT Media Lab

Freelance Graphic Designer and Developer | Remote | 2020

Created social media graphics, designed and developed the website, and edited audio files for the A Counting Project led by artist Ekene Ijeoma.

→ 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.

→ 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.

→ RISD Design Guild

Studio Manager | Providence, RI | 2019 – 2020

The RISD Design Guild is a student-run graphic design studio, providing design services to student groups and school offices across the RISD campus and at Brown. As Studio Manager, I oversaw a team of nine other designers, and was a liaison with RISD administration.

→ Volume 1

Editor | Providence, RI | 2018 – 2020

v.1 is RISD's student publication. As an editor, my responsibilities included working with contributors and copyediting, with an added focus on print/publication design, production and website management.

→ 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.

Specialized Coursework

→ Computer Science

Deep Learning, Design and Analysis of Algorithms, Interactive Computer Graphics, Artificial Intelligence, Creating Modern Web Apps, Intro to Computer Systems, Data Structures and Probability, Object-Oriented Programming

→ Graphic Design

Brand Identity Design, Newly Formed, Type Design, Advanced Typography, Experimental Digital Publishing