

Tiger Dingsun

Brown | RISD Dual Degree 2020
Graphic Design & Computer Science

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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 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

→ 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
Curatorial and Branding | Providence, RI | 2015 – current
Made curatorial decisions and developed 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 liaison with RISD administration.

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

→ 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
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