

Rafael Mediodia

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EDUCATION

Rhode Island School of Design

BFA in Graphic Design with Concentration of Computation, Technology, Culture

June 2026

Providence, RI

RELEVANT STUDIO EXPERIENCE

Typography 3

September 2024 - December 2024

Took on professional practices of typesetting in print and digital forms. Designed structured layouts using grids and created graphic material for publications and motion graphics using with Adobe Creative Suite.

Color + Surface

February 2024 - May 2024

Experimented with the relationships between sound, surface, and color through image making and composition. Gained deeper understanding of color theory and designed layouts with sensitivity to matching color on digital and print surfaces. Designed branding identities and motion graphics.

Design Studio 3

September 2024 - December 2024

Designed graphic material made up of two visual systems ranging in print and screen formats. Worked collaboratively and autonomously in a group setting to create a system of posters, motion design, and a board game.

History of Graphic Design

September 2023 - December 2023

Formatted information in poster and book presentations with principles of type and image hierarchy in order to create clear communication of ideas.

CREATIVE EXPERIENCE

RISD Typeshop | Typeshop Monitor

September 2024 - present

Assists with graphic design production by operating and maintaining printers, binding tools, and letterpress machines. Provides technical support to peers to facilitate the completion of diverse graphic design outputs. Ensures the Typeshop remains a safe and efficient workspace for creating professional-quality design projects.

Brown Political Review | Editorial Illustrator

September 2023 - September 2024

Designs and creates illustrations in collaboration with art directors and graphic designers that align thematically and tonally with assigned political articles. Work featured in BPR Fall 2023 Magazine.

ADDITIONAL EXPERIENCE

Rhode Island School of Design | Teaching Assistant

February 2024 - present

Assisting practicing artists Ming Ying Hong, Mimi Cabell, and Cheeny Celebrado-Royer with preparation, instruction, and critique of their foundation studio courses.

SKILLS

Design

Print, digital, and editorial design; installation and curation experience; front-end coding and prototyping.

Software

Adobe Creative Suite: Adobe Indesign, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Adobe Fresco, Adobe After Effects, Adobe Aero. Cinema 4D, Cargo, Webflow, p5.js.