

## Tiger Dingsun

Front-End Developer, Graphic Designer, Writer, Researcher

Design Portfolio → [tiger.exposed](https://tiger.exposed)

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### 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 (Glyphs, Robofont), 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, Tensorflow, PyTorch, Javascript, Typescript, React, Angular, HTML, CSS, SCSS, Max/MSP, RISO Printing, Letterpress, Large-format Printing, UV Printing, Vacuum Forming, Laser Cutting, Bookbinding

→ Languages → English, Mandarin Chinese

### 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

### Experience

→ Other Internet

*Researcher* | NYC, Remote | 2021 – Current

Writing and research centered around investigating online culture, community building, and knowledge practices under the framework of 'lore'. More at <https://otherinter.net/research/lore/>

→ 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 – 2020

Printing Technician for RISD's RISO printer. Experience with color separation and large scale production.