EDUCATION

Rhode Island School of Design BFA Graphic Design 2017 -- 2019, 2021 -- 2023

STATEMENT

My education at RISD has sharpened my design skills while my global work experiences has taught me how to collaborate with others. As a designer who values both conceptualization and functionality, I work across a variety of creative fields and approach each project with a rational yet ambitious mindset.

WORK EXPERIENCE

Brown University 12.2019 02.2020	Designer Providence, RI	Participated in the typesetting and layout design for the monthly Brown Alumni Magazine with a team of many others.
New Oriental 06.2020 09.2020	Teacher Los Angeles. CA	Hired as a lecturer at multiple local institutions on the subject of fine arts and design, during which I had also participated in the 2020 Emerging Curators Project with other interns.
Century Creation 09.2020 12.2021	Design Intern Shanghai, China	Part time designer who helped visualize and build an interactive Metaverse space and its supporting assets on platforms such as Coinbase and Crypto.com.
Xnode 04.2021 09.2021	Design Intern Singapore	Internship at both the Marketing & Lab department as graphic designer. As a part of Xnode I worked to help foreign companies such as Intel exploit the growing Asia market.
O.ltd 01.2022 current	Designer (remote) Tokyo, Japan	Remote Internship as UI and UX designer for the ME app, a developing collaboration platform for designers. I assisted in developing design proposals for interface hierarchy and visual identity of the app.

I WORK WITH

Adobe Photoshop, Indesign, Illustrator, After Effects, Premiere Pro, XD, Bridge, Acrobat DC, Cinema 4D, Rhinoceros 3D, Octane/Redshift, Mandelbulb 3d, digital & film cameras. HTML&CSS, JavaScript.

COURSES TAKEN

Design Studios 1 to 4, Typography 1 to 3, Advanced English writing, Japanese, Spanish, Advanced Color Studies, Industrial Design Studio 1, Printmaking Studio, Graphic Design History, Motion and Sequence, Web Design, Exhibition Design, Brand and Identity Design, Design Principles...etc.