

# Jon Chen

(They/He)

## EDUCATION:

[Rhode Island School of Design \(RISD\)](#),  
Providence -

2018 - 2023

Bachelor of Fine Arts Sculpture, Minor in  
Computation, Technology and Culture (CTC)

## SKILLS:

*Web/Programming Languages:* C#, Shaders, Python,  
Javascript (React, NextJS, Three.js, 3D and 2D  
frame), HTML, CSS, Sanity CMS.

*Software:* Unity (AR,VR,MR), Figma, Adobe (XD,  
Illustrator, Photoshop, After Effects), Cinema 4D,  
Fusion 360, Blender.

## RELEVANT COURSEWORK:

[Generative Design](#)

Spring 2022

This course explores generative processes with  
emphasis on visual systems by rethinking the tools  
and software used to produce and distribute  
graphic design, taught by [Minkyoung Kim](#).

[Craving Mind \(Brown University\)](#)

Fall 2021

A course that explores how we can “hack” our habit  
and behavior loops through practices of  
mindfulness. Taught by [Dr. Jud Brewer](#).

[ML and Simulations/Machine Learning](#)

Summer 2021 (ISP) and Spring 2020

Two technical focused classes on understanding  
both the grounding principles and ethical  
perspectives for both ML and/or Simulations, CSP  
taught by [Nic Schumann](#).

[Computer Utopias](#)

Fall 2019

This Graphic Design studio facilitates a workgroup  
for the urgent concerns in computers and  
representation.

Website: [jon-chen.com](http://jon-chen.com)

linkedin : [jon-chen-sd](https://www.linkedin.com/in/jon-chen-sd)

(858) 699-5293

[jonchensd@gmail.com](mailto:jonchensd@gmail.com)

## EXPERIENCE:

[Included By Favor](#), Remote – Freelance  
Designer/Developer

Spring 2023 - Current

Leading web development, brand, and UI/UX design with  
the Included team for a web archive on the history of the  
Black Press in collaboration with [Kim Gallon](#).

[New York Times R&D](#), Remote – Engineer/3D Artist

Spring 2022 - Summer 2022

Worked on the future of Mixed Reality experiences at the  
NYT developing Unity Prototypes, and 3D Assets/Visuals. I  
lead my own research on frameworks for interactive  
storytelling across devices with a focus on Mixed Reality.

[Something Special Studios](#), New York – Creative  
Intern

Summer 2022

Web design, 3d product, and creative research for the  
Creative Amusement Park [Luna Luna](#). I created a self  
initiated project as a PSA for the Lanternfly culminating  
in an animation and fundraiser for the LES Ecology  
Center.

[Google Creative Lab](#), Remote – Creative

Summer 2020

A lab within Google for interdisciplinary thinking. Worked  
on the UI/UX for restor.eco an open data platform and  
various other internal projects during my time there.

[\[untitled\]](#), San Diego – Lead Designer

August 2020 - October 2020

Designed the mobile and desktop app at music based tech  
start up [untitled] backed by General Catalyst and Looking  
Glass Capital. The app is a tool for music artists to  
maximize their creative process.

[RISD Co-Works](#), Rhode Island – Peer Tutor

2019 - 2023

Train and assist RISD community in using the machines  
in Co-works lab based on high skill level with: ABS and  
Formlabs 3D-Printer, Ceramic 3D Printer, UV printer,  
Digital Embroidery, Laser Cutting