



ARNON KARNKAENG

A multidisciplinary designer with interests in visual identity systems, objects, and teaching.

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www.arnon.io

EDUCATION

Rhode Island School of Design

BFA/Graphic Design 2017

Brown University

- Introduction to Linguistic Theory (2015)
- User Interfaces and User Experience (2016)

EXPERIENCE

2018–present **Freelance Designer**

- Working to create identity systems, animations, illustrations, motion graphics and print collateral for select clients including OPT Industries.

2018–2021 **PrEP4ALL, Volunteer→Designer**

- Organized meetings and protests with other members to make HIV prevention medication more accessible to vulnerable communities.
- Redesigned logo and built a visual identity system while transitioning from a volunteer group to non-profit. Documented and created collateral for website, social media and events.

2019 **26Five, Design Intern**

- Designed brand guidelines and marketing materials (environmental graphics, printed matter, digital assets, etc) for select clients, including iBASIS and Télécoms Sans Frontières.

2016–2018 **FrankenFix**

- Built a collaborative and constructive game that helps Grade 3+ students learn design thinking.
- Led multiple play tests in Rhode Island public schools and collected feedback from both student and teacher participants.

2016, 2017 **RISD Graphic Design, Teaching Assistant**

- Assisted in teaching Typography and Computer Utopias elective classes.
- Demonstrated bookbinding techniques, taught principles of typography, and guided critique of undergraduate student work.

ACHIEVEMENTS

2021 **DigiMyths**

Guest Lecturer/Facilitator

2017 **Welcome to Where Stress is Glorified**

Show in Trade Gallery in Providence, RI

2017 **Hack@Brown**

Best Visual Design Submission

Designed and branded a website displaying machine learning algorithm results

2017 **TBD Graphic Design Senior Show**

Senior Show Committee

Curated and produced student-run exhibit

2016 **Reality Virtually Hackathon**

1st Place Human Connection Hack

Designed UX and animated AR visual assets for proposed social media platform

2016 **Hack@Brown**

Hackathon Finalist

Designed and branded a web application that graphs facial expressions into quantitative data of emotions

SKILLS

Design

2D + 3D Prototyping, App/Web Design, User Testing, Identity Design, Photography, Silkscreen Printing, Digital Fabrication

Digital

UI/UX, HTML/CSS, Javascript (P5JS), Processing, WordPress

Software

Adobe Creative Suite (After Effects, Illustrator, InDesign, Lightroom, Photoshop, XD), Sketch, Microsoft Office, Rhinoceros