

DICKSON

Curriculum Vitæ

In a previous life, I made moving images in broadcast design, TV commercials and film while playing various roles such as 2D/3D animator, VFX/CG supervisor, technical director, art director and director.

My unwavering love for art, technology and exploration led me to the Graduate Design Program at Stanford University where I studied design-thinking, user-research and honed my philosophy that encompasses human-centered design to create works that transverse multiple disciplines and across different mediums.

I am currently evolving, post-it-noting possible futures and creating visual stories, products and experiences for humans.

Hello, my name is Dickson and I'm a designer.

Portfolio: dicksonchow.com

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Professional Experience

Stanford University, August - October 2016

Led the branding, visual design and helped manage the development of the website for the new Design Impact program in the Mechanical Engineering department.

IKEA Innovation Lab: Space10, October 2015

Invited to IKEA's new innovation lab, Space10, to participate in a design makerthon in Copenhagen, Denmark. 12 designers and artists from around the world teamed up into 4 groups to create new ideas for healthier living. The final ideas and prototypes were presented to IKEA's HomeLab division.

Stanford University, December 2014

Teaching assistant for a 4-day design-thinking workshop for corporate executives at Stanford's d.School.

Mödenski, February 2010 - September 2014

Served as Lead Designer to provide design, creative direction, concept development, story and script development, visual development, and animation services to clients.

Director, January 2009 - October 2009

Wrote, directed, and produced "The Veiled Commodity", an animated short film about human-trafficking and modern-day slavery. The film was the official selection in over 40 film festivals internationally including Cannes Film Festival's Short Film Corner in Cannes, Vancouver International Film Festival in Canada, and San Diego Asian Film Festival in the USA. I had the fortunate opportunity to attend a portion of these film festivals and participated in the questions and answers sessions with the audience after the screening of my film.

IEDA Labs, July 2008 - January 2009

A partnership with two business partners to provide creative direction, design, and 2D/3D animation services to clients in the advertising, film and TV industry.

Zoic Studios, March 2007 - July 2008

Served as Art Director working with various artists to provide creative direction for various projects in the commercials department. My position involved conceptualizing, writing, pitching, and design for TV commercials and frequently collaborated with other departments working on games, and TV episodic projects.

Brand New School, August 2003 - March 2007

Served as Visual Effects Supervisor, CG Supervisor, and Technical Director leading teams of 3D and 2D artists in the production of live action and CG commercials. My duties involves collaborating with creative directors and designers to develop creative directions for new projects, evaluate software and hardware to be used in the production pipeline, as well as working with producers and managers to assess the technical feasibility of completing projects on time and on budget.

Professional Experience con't

WIT Animation, June 2003 - April 2004

Provided creative and technical consultation to streamline artist work-flow and optimize the production pipeline of the studio.

Director's Bureau, March 2004

3D artist working with the director, Roman Coppola, to conceptualize, design, and produce a TV commercial campaign for Life Savers candy.

Ocean Monsters, May 2003 - October 2003

3D artist working with the creative director on the development, design, and production of television commercials, and music videos, as well as visualization projects for USC Institute for Creative Technologies / US Army.

Otis College of Art and Design, January 2002 - January 2003

Teacher's Assistant providing guidance and support to students helping them with developing ideas for projects and assignments.

Education

Master of Fine Arts in Design, 2014 - 2016

Stanford University, Graduate Design Program
Stanford, California, USA

Summer Institute for General Management, 2015

Stanford University, Graduate School of Business
Stanford, California, USA

Bachelor of Fine Arts in Digital Media, 2000 - 2003

Otis College of Art and Design
Los Angeles, California, USA

Exhibitions

Plant Human Interface

Coulter Art Gallery, Stanford University, 2016

Instruments for The Future: Personal Fresh Air Device

Space10 Gallery, Copenhagen Denmark, 2015

Kontemp: Food Preservation System Prototype

Space10 Gallery, Copenhagen Denmark, 2015

Plant Friends

Space10 Gallery, Copenhagen Denmark, 2015

Saltwater

Personal Statements, Stanford Graduate Design Program, 2015

Hexatron

Meet the Makers, Stanford Product Realization Lab, 2014

Awards

The Theodore and Frances Geballe Fellowship, 2014 - 2016

Department of Art & Art History, Stanford University

Summer Institute for General Management Scholarship, 2015

Stanford Graduate School of Business, Stanford University

Director's Choice Award for The Veiled Commodity

RINCON International Film Festival 2009, Puerto Rico

Best Animated Short Award for The Veiled Commodity

San Francisco Frozen Film Festival 2009, USA.

Best Animated Short Award for The Veiled Commodity

Detroit Windsor International Film Festival 2009, Canada

Best Animated Short Award for The Veiled Commodity

Bayou City Film Festival 2009, USA

Best Animated Short Nominee, The Veiled Commodity

Long Island International Film Festival 2009, USA

Awards con't

Official Film Festival Selections for The Veiled Commodity:

Festival De Cannes 2009
Vancouver International Film Festival 2009
Los Angeles United Film Festival 2009
Anchorage International Film Festival 2009
Artist Film Festival 2009
Asian American International Film Festival 2009
Boston International Film Festival 2009
Delray Beach Film Festival 2009
East Los Angeles International Film Festival 2009
Indianapolis International Film Festival 2009
San Francisco United Film Festival 2009
Jersey Shore Film Festival 2009
Holly Shorts Film Festival 2009
Bronx Independent Film Festival 2009
SF Shorts International Festival of Short Films 2009
Tulsa United Film Festival 2009
SoCal Film Festival 2009
Grand Rapids Film Festival 2009
San Diego Asian Film Festival 2009
Philadelphia Asian American Film Festival 2009
Moondance International Film Festival 2009
Asian Pacific American Film Festival 2009
New York United Film Festival 2009
Chicago United Film Festival 2009
Chicago International Reel Shorts Film Festival 2009
Filmanthropy Film Festival 2009
Short Short Story Film Festival 2009
Indie Memphis Film Festival 2009
Big Bear Lake International Film Festival 2009
Indie Memphis International Film Festival 2010
Burbank International Film Festival 2010
Indie Memphis Freedom Series 2010

Press (Selection)

VAB Magazine, Netherlands

Plant Friends was featured in the February 2015 issue of VAB Magazine in the Netherlands.

PSFK, Trend publication

Plant Friends featured on PSFK in March 2015.

Hackaday, Technology blog

Plant Friends featured on Hackaday in March 2015.

Panama, TV Series, Sweden

The Veiled Commodity was featured on Panama TV, a Sveriges Television AB (SVT2) production in Sweden.

Short Notice, TV Series, USA

The Veiled Commodity was featured on Short Notice TV Series, episode 104 on MNet America TV network.

Arts Rational, radio show, Canada

I was invited to talk about The Veiled Commodity on the radio show, Arts Rational, on CO-OP Radio 102.7FM in Vancouver, British Columbia, Canada.

Stash, DVD magazine, international

The Veiled Commodity was featured in Stash, issue 54, Stash Media's international DVD Magazine.

CG Times Magazine, China

The Veiled Commodity was featured in the November, 2009 issue of CG Magazine in China.

Skills

Languages

Fluent in English, Cantonese, beginner Arduino, Processing, PHP, and Python.