Nadine Macapagal

nadine.website (online everywhere)
nmacapag@risd.edu

Experience

Yung Studio, Graphic Designer
June 2025 - September 2025
Supported large-scale visual identities, motion assets, and production design for global music and cultural projects, including work for Lady Gaga's MAYHEM, Haus Labs, and Avos Capital Management.

RISD Design Guild, Graphic Designer
October 2024 - Present
Collaborated on multidisciplinary design and production efforts at RISD's in-house design studio, contributing to the Commencement 2025 and Yearbook 2025 identity across print, digital, and environmental applications.

RISD Volume.1, Graphic Designer
August 2024 - Present
Directed the visual identity of RISD's student-led publication while collaborating with editors and writers to develop themes, layouts, and systems across three issues per year, guiding each edition through print production.

Green Apple Books, SF x WNPS, Freelance Graphic Designer
January 2025
Designed the visual identity for the Western Neighborhoods Project (WNP) Book Club in collaboration with WNP, Green Apple Books, SF, and Problem Library. Curated archival images created design assets: custom bookmarks, shelf talker and bumper sticker to promote the club.

Problem Library, SF , Freelance Graphic Designer
June 2020 - Present
Designed the brand identity for Too Much Information (TMI), (in collab with Daniel Lucas) Ensuring a cohesive visual narrative across print, digital, and environmental design. Created multi-platform marketing assets, integrating archival imagery and contemporary design audience engagement.

Education

Rhode Island School of Design (RISD)
Bachelor of Fine Arts, Graphic Design
Concentration in Computation, Technology, and Culture (CTC) — 2026

Accolades

2026 GDUSA Students to Watch
2025 Joan Shewmon Scholarship Award

Skills

Design — Print, Digital, Visual Identity, 3D, Typography, Illustration, Poster, Art Direction, UI/UX, Web Design

Technical — Photoshop, Illustrator, InDesign, After Effects (Expressions / Code-Driven Animation), Premiere Pro, Figma, HTML, CSS, JavaScript, p5.js, Glyphs, Risograph