ian keliher

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experience

Freelance Graphic Designer
2020 – Present
    Digital and print design for clients in the cultural and commercial sectors.
    Clients include Hydro Flask, the Museum of the City of New York, Aplós,
    the PhotoWork Foundation, and ICA Boston.

Designer at mgmt. design
2016 – 2020
    At mgmt. design, I worked on books, exhibitions, websites, information
    visualizations, and animations from the initial concepting phase to
    final production files. Clients include Al Gore, Prestel Books,
    the National Building Museum, TED Books, the International Center
    of Photography, the Nature Conservancy, Rizzoli, A.I.R. Gallery,
    and the Yale School of Architecture.

Freelance Graphic Designer
2015 – 2016
    Clients include The Jewish Museum, Five Dials Magazine,
    The Cooper Union Summer Art Intensive, and Dennis Adams.

education

Rhode Island School of Design, Providence, RI
MFA Graphic Design 2023

The Cooper Union, New York, NY
BFA Fine Art 2015

**teaching and
guest critiques**

Rhode Island School of Design, Providence, RI
    Instructor Degree Project, Spring 2024
    Instructor INTAR Portfolio Prep and Production, Winter 2023
    Teaching Assistant History of Graphic Design, Fall 2022
    Teaching Assistant Information Design, Spring 2022

The Cooper Union, New York, NY
    Co-Teacher (with Sarah Gephart) Information Design, Spring 2021

University of the Arts, Philadelphia, PA
    Instructor Visual Fundamentals, Fall 2019

Guest Critic at various institutions
    Boston University, The Cooper Union, Parsons School of Design,
    Rutgers University, and University of the Arts

**select exhibitions
and publications**

Interior Atlas: Ways of Research, 2023
Sol Koffler Gallery, Providence, RI

Unrealized Archive 7: Text to Image, 2023
whatreallymatters, Seoul, Korea *with Federico Pérez Villoro as L.O.I.S.*

"Music for Airports on Fire" 2019
Feeeels magazine, Issue 1

skills

• Book Design
• Typography
• Animation (After Effects)
• Exhibition Design
• Web Design (HTML, CSS,
   Javascript, and Figma)

• Video Production and Editing
   (Premiere Pro)
• Type Design (Glyphs)
• Printmaking (Screenprinting
   and Relief)
• Fabrication (woodworking)