



Tau Siroko

Experience

- Work in Progress Exhibition
2011
Responsible for organising GSA's Vis Com work in progress show. This included: establishing a venue (Glasgow's second most influential gallery, the Lighthouse), organisation of students and a small variety of print materials used in and to promote the exhibiton.
- Make (Commonwealth Games)
2010
A short period of freelance work for Glasgow based studio Make, culminating in work for a Common Wealth Games exhibition at the Lighthouse Gallery.
- Teague (Seattle)
2007-2008
After my first year at GSA I spent 3 months as an intern with Teague, a product, interaction and graphic design studio based in Seattle USA. During the first few weeks of my internship we established an extremely successful working relationship and I was asked to spend a year with the company. During this time I worked directly with large clients such as Microsoft, HP and Boeing and progressed steadily within the working environment until I became the lead designer on various projects, with direct responsibility for communication with Microsoft and managing the design effort.
- Freelance
2004-2006
I set up Rayform Design as a freelance Interaction and Icon Design site whilst studying A Level Graphic Design. Although somewhat short lived I gained a great deal of experience dealing with clients and producing promotional material.

Education

- Glasgow School of Art
BA (Hons) in Visual Communication
- Knutsford High
A Level in Graphic Design

Skills

- Digital
Photoshop
Illustrator
Indesign
After Affects
Premier
Basic HTML & CSS
- Traditional
Book Binding
Letterpress
Screen print