

ARTIST BIO

Tay Ining (b. 1988, Singapore) works at a small metalworking shop. She did her B.F.A. at Nanyang Technological University, School of Art, Design and Media in 2011, majoring in Interactive Media. She is a participant of the Massachusetts Institute of Technology GAMBIT (2010) program and a recipient of the National University of Singapore SHAPE (2014) grant, both of which were overseas internship experiences in the United States. As an artist, she explores the neglected creative potential of fabrication industries in Singapore. Her recent works have taken the form of mechanical phenomena and depicted objects. They are inspired by her encounters with the transformation of metal in the factory. Ining's recent projects include NAKED POTATO, an installation with potatoes and mild steel at Flaneur Gallery, and BARE STEEL, SNOW BLANKET, an effect of water freezing and condensation upon mild steel using a refrigeration system, that won the Noise Singapore Award 2015.

EDUCATION

2007 to 2011

Bachelor of Fine Arts (Honours) in Interactive Media
Nanyang Technological University,
School of Art, Design and Media, Singapore

GROUP EXHIBITIONS

2016	Untapped Emerging , Visual Arts Development Association (VADA)	Shophouse 5, Singapore
2016	OH! Potong Pasir , OH! Open House	Potong Pasir, Singapore
2016	Dancing on the spot	Mettle Work, Singapore
2015	C. 2015 - , Noise Singapore The Apprenticeship Programme	Chapel Gallery, Singapore
2015	Seeing them differently in Metalworking	Flaneur Gallery, Singapore
2011	minimART 1.0	Substation, Singapore
2011	Graduation Show , School of Art, Design and Media	The Old School Gallery, Singapore
2010	Sampling MIT , Singapore-MIT GAMBIT Game Lab	MIT Museum, Massachusetts Institute of Technology, Cambridge, MA, USA

AWARDS / GRANTS

2015	Noise Singapore Award , Singapore
2013	MDA - NUS SHAPE Grant , Singapore
2010	MDA - MIT GAMBIT Grant , Singapore

WORK EXPERIENCE (SELECTED)

2014	User Experience Designer	Schell Games, Pittsburgh, Pennsylvania, USA
2013	Workshop Apprentice (part-time)	Singapore Tyler Print Institute, Singapore
2010	Game Designer	Massachusetts Institute of Technology Game Lab, Cambridge, Massachusetts, USA