

ARTIST BIO

Tay Ining (b. 1988, Singapore) works at a small metalworking shop. As an artist, she explores the neglected creative potential of fabrication industries in Singapore. Her recent works have addressed the conceptual concerns with mechanical phenomena and depicted objects.

Ining 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. Her recent works, 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

SOLO EXHIBITION

2017 **Free Ripe Food Rots Fast**, Young Talent Programme Winners' Solo Orchard ION Art, Singapore

GROUP EXHIBITIONS / RESIDENCY

2019 **The only paradise is paradise lost** Stamford Arts Centre, Singapore
2018 **RAID**, Artist-run, Singapore Art Week Tiong Bahru Air Raid Shelter, Singapore
2016 **Young Talent Programme**, Affordable Art Fair Affordable Art Fair, Singapore
2016 **NPE Art Residency** NPE Print Communications, Singapore
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

2016 **Young Talent Programme Winners' Solo**, Singapore
2015 **Noise Singapore Award**, Singapore
2013 **MDA - NUS SHAPE Grant**, Singapore
2010 **MDA - MIT GAMBIT Grant**, Singapore

WORK EXPERIENCE (SELECTED)

2014 - **Metal Fabrication Designer** Choon Hoe Heng Engineering
2013 **User Experience Designer** Schell Games, Pittsburgh, Pennsylvania, USA