

Lingyi Kong is a designer, educator, and creative technologist who explores how artificial intelligence can spark new forms of creativity, learning, and cultural storytelling. Blending digital materiality, book arts, and generative systems, their work invites students and communities to engage playfully and critically with emerging tools. Through collaborations with cultural institutions, tech studios, and universities, Lingyi’s work centers on building equitable and future-oriented infrastructures for art and design education, with a focus on AI literacy, cross-institutional collaboration, and inclusive community practices.

EDUCATION

Rhode Island School Of Design
MFA [2022-2024]
Illustration
Graduate Commons
Grant Winner

Central Academy Of Fine Arts
BFA [2017-2022]
Graphic Design

EXPERIENCE

Professional Appointments

Part-Time Faculty, Parsons School Of Design (2024–)
Core 2: Interaction Studio (PUCD 2125)
Teach Interaction Design, UI/UX Systems, Creative Coding, And AI-Supported Design Workflows. Developed AI-Integrated Curricular Frameworks Grounded In Backward Design, Systems Thinking, And Speculative Design, With An Emphasis On Equitable Technological Literacy And Accessible Computational Methods For Art And Design Students.

Mentor & Lecturer, BU Spark!, Boston University (2025–)
Advise DS+X Hackathon Teams And AI-Driven Design Research Projects Through Cross-Disciplinary Collaboration With The Graphic Design And Computer Science Departments. Lead Workshops On Creative Technology And Assess Student Prototypes And Research Outcomes As A Juror For Final Presentations.

Director Of Diversity & Inclusion, AIGA Boston (2025–)
Oversee Regional Initiatives Supporting Inclusive Design Education And Equitable Access To Emerging Technologies. Lead Programming Related To AI Literacy, Ethical Technology Adoption, And Community Partnerships With Institutions Including GenUX, Boston ICA, Figma Higher Education, Sosolimited, And Boston University.

Creative Technologist, Mars Pharaoh Studio (2024–)
Develop Generative Systems And Computational Narratives In A Digital Media Studio Environment. Studio Projects Recognized By International Design Awards And Included In Exhibitions Such As Times Square Art Innovation Gallery And Printed Matter NY Showcases.

Designer (2020–)
Provide Art Direction, Digital Design, And Visual Strategy For Cultural Institutions And Global Clients Including The Working Assembly, Times Square Alliance, AIGA Boston, Brand New School, The New School, And NetEase Games.

Selected Conferences & Speaking

SXSW EDU Conference (2026) — Mentor & Speaker
CAA 114th Annual Conference (2026) — Speaker (Design Incubation Panel)
DS+X Hackathon, BU Spark! (2025) — Speaker, Figma Make Workshop
GENUX Symposium (2025) — Moderator, Keynote Speaker
Design Incubation Colloquium 11.3 (2025) — Speaker
CBAA Conference, University Of Wisconsin–Madison (2025) — Panel Speaker
Parsons School Of Design (2025) — Communication Design Inspiration Talk

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EXPERIENCE

Service, Mentorship & Jury Roles

BU Spark!, Boston University — Hackathon & Demo Juror (2025–2026)
French Design Award — Jury Member (2025)
SXSW EDU Conference — Mentor (2026)
AIGA DEC WEAVE Conference — Peer Reviewer (2025)
Reviewed Posters, Short Papers, And Pedagogical Submissions For National Design-Education Research.
DESIGN INCUBATION — Research & Pedagogy Peer Reviewer (2025)
Blind-Reviewed Scholarly Submissions In Design Methods, Computation, And Curriculum Innovation.

Selected Exhibitions & Collections

Ricker Library Of Architecture & Art, University Of Illinois Urbana-Champaign — Permanent Collection (2025)
CBAA Conference Juried Members Exhibition (2025)
UCDA Design Awards Show (2025)
Art Innovation Gallery — Times Square Exhibit (2024)
4C Gallery — Circular Ruins (Q4 Exhibition) (2024)
Singapore Art Book Fair (2024)
OpenM/AbC Art Book Exhibition (2024)
International Poster Biennale: Narratives Of Love (2023)

Selected Features & Press

Design Incubation — “Resonant Pages: Natural Rhythms And Digital Interactivity” Feature On Computational Poetics, Interactive Systems, And Hybrid Book Design.
Palgrave Macmillan Edited Volume — Chapter Author (Forthcoming)
Accepted Chapter Contributor For The Hydra: The Many Approaches To Generative AI In The Art And Design Classroom.
Muse World (2025) — Feature On Award-Winning Interactive Branding Work
World Brand Design Society (2025) — Feature On Visual System Design
CBAA Artist Feature (2025) — Interview And Portfolio Highlight
Artist Interviews (2024) — BoldJourney, Digital Art Blog, UAAD Art, Etc.
Artron Art Centre Feature (2024) — Spotlight On Experimental Book And Media Practice