S. A. FRIEND

Developer
Researcher
Designer

sarah.anne.friend@gmail.com

Github: ana0

Design
Python
Unity
Html/Css
javascript
Blockchain
c#
Rhino
Maya
cs6

Education	
Recurse Center, Manhattan, NY	2016
• Began work on a c#-based client for the Ethereum api that's compatible with the Unity game engine. Still in-progress but capable of sending transactions on a test net • Refactored an early programming project (a text-based game built using Python/Curses) and built it cross-platform • Demoed a fountain-site and contract for a hyper-inflationary cryptographic token RecurseCoin built on the Ethereum network • Wrote a browser-based visual-soundboard for doing projections during live music and performed with it at the Soho Arts and Letter club	
MA: York University, Toronto ON (incomplete) Major: Social and Political Thought.	2012
BFA: OCAD University, Toronto, ON. Major: Drawing and Painting. Minor: Digital Media Studies.	2010

Employment	
Senior Designer/Production Director, Guild Eyewear,	2014-2016
• Wrote and maintained software for our manufacturing pipeline in primarily Python and sometimes Go • Designed and built our customer-facing e-commerce site using Squarespace CMS • Modeled and rendered products programmatically for in-browser previews of mass-customizable products using Rhino and Maya, scripting in MEL and Python • Designed and built a 3D scanner using chdk-hacked firmware on canon cameras and photogrammetry then processed models for custom-fit • Consulted on company strategy, including hiring, social media, and marketing • Created almost all branding and design work for the company, including trade show displays, shelving units, and our two bestselling frames • Participated in a collaborative project that won Juror's choice award in a Toronto-wide design competition, as part of an exhibition that won overall Best-in-Show. later exhibited in Brooklyn, NY	
Founder. Small Talk: an Interdisciplinary Lecture Series.	2012-cur
• Grew the organizational team to 7 people over 5 years, starting as sole founder, hosting over 24 events and over 60 presenters • Received funding from the Ontario Arts Council and the Ontario Public Interest Research Group • Laid out, copy-edited, and published 3 catalogs of writing by lecture series participants	
Designer and Prototyping Technician, Metatecture.	2013-2014
• 2D and 3D design work using CS6 and Rhino for lasercutter and 3D printer for creative agencies and organizations such as Movember, the Pan Am Games, and the Art Gallery of Ontario • Operated and repaired machinery, including co-ordinating supply chain for all parts/substrates/filaments • Supervised other staff members to ensure meeting weekly deadlines • While solely responsible for all sales and customer service, grew revenue to company record-highs	