Samantha Goldstein

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EDUCATION

Swarthmore College,
B.A., in Computer Science and Art
GPA: 3.7, *May 2014*

SKILLS

- Illustrator ● ● ● ● ●
- Photoshop ● ● ● ● ○
- Sketch ● ● ● ● ○
- InDesign ● ● ● ● ○
- AfterEffects ● ● ● ○ ○
- Framer Studio ● ● ● ○ ○
- InVision ● ● ● ● ○
- Prototyping ● ● ● ● ○
- Maya/Rhino ● ● ● ○ ○

- Python ● ● ● ● ●
- C++/C ● ● ● ● ○
- HTML ● ● ● ● ○
- CSS ● ● ● ● ○
- CoffeeScript ● ● ● ○ ○
- JavaScript ● ● ● ○ ○

COURSES

Data Structures and Algorithms
Algorithms
Graphics
Artificial Intelligence
Natural Language Processing

WORK EXPERIENCE

Creative Director
VUID, Inc. *June 2014 - Present*
Designer of the Spotlight App for iOS and Android, currently in development in both platforms. Created all wireframes, prototypes, interactions, and hi-fi mock ups.
- Design promotional materials and slide decks.
- Design and code various custom emails using Illustrator, Sketch, and HTML/CSS.
- Create data visualizations using SQL and Python.

REU Researcher
MxR Lab at the University of Southern California. *Summer 2013*
Designer and programmer on a three-student REU team responsible for creating MuVR (Multi-user Virtual Reality), a self-contained portable platform for experiencing virtual reality in groups. Programmed in C# for Android and designed in Unity, Maya, and the Adobe Suite.

Teaching Assistant
Swarthmore College Computer Science. *January 2012 - May 2013*
Teaching assistant for Data Structures and Algorithms (CS 35) and Intro to Computer Science (CS 21). Assisted students with labs, stack diagrams, algorithms, and syntax in C++ and Python.

Program Leader and Consultant
Swarthmore Media Center. *September 2012 - January 2014*
Instructor in Illustrator, Photoshop, Wacom Tablet; taught students and faculty the Adobe Suite.

Creative Director
Nacht Magazine. *September 2011 - May 2014*
Designed layout for Nacht Magazine in InDesign and created cover designs and illustrations using Photoshop.

Graphic Design Intern
Entertainment Studios, Los Angeles. *Summer 2012*
Animator and Illustrator for a variety of syndicated children's television programs using Illustrator and Adobe After Effects.

AWARDS AND ACCOMPLISHMENTS

Presented Poster - IEEE VR 2014 for MuVR	*2014*
Agora Scholar - Presented MuVR for the Agora Talks	*2014*
HHMI Grant - Selected to attend Grace Hopper Conference	*2013*
MuVR Demo - Symposium on Spatial User Interaction	*2013*
Lucinda Buchanan Thomas '34 and Joseph H. Hafenshiel '37 Scholar	*2013*