

# Samantha Goldstein

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## Education

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

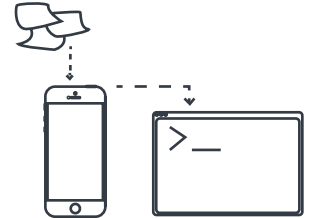
## Skills

### Design:

- Prototyping with Pen and Paper
- Illustrator
- InDesign
- Photoshop
- Sketch
- After Effects
- Framer Studio
- InVision

### Languages:

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



## Work Experience

### VUID, Inc. • **Creative Director** • June 2014 - Present

- Designer of the Spotlight App (for iOS and Android) including wireframing, branding, and iterating over two major redesigns that are currently being implemented.
- Work closely with developers and CEO to ensure timely deployment of a user-centric application.
- Create all promotional materials, slide decks, and investor briefs for the Spotlight App.
- Designer and programmer for various custom emails using Illustrator, Sketch and HTML/CSS.
- Designer for responsive landing page (in development).

### University of Southern California • MxR Lab • **REU Researcher** • 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.

### Swarthmore College Computer Science Department • **Teaching Assistant** • 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.

### Swarthmore Media Center • **Program Leader and Consultant** • January 2012 • May 2013

- Instructor in Illustrator, Photoshop, Wacom Tablet; taught students and faculty the Adobe Suite.

### Resident Assistant • **Swarthmore College** • 2012 - 2014

- Peer counselor and advisor in the residence halls, serving as a liaison between the students and the administration.

### Entertainment Studios • **Graphic Design Intern** • Summer 2012

- Animator and Illustrator for a variety of syndicated children's television programs using Illustrator and After Effects.

## Conferences

Demo of team's MuVR wearable technology - **Symposium on Spatial User Interaction** - July 2013

Awarded HHMI Grant to attend - **Grace Hopper Conference for Women in Computing** - October 2013