Samantha Goldstein

samantha.goldstein31@gmail.com 818 - 441 - 3908



Education

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

Skills

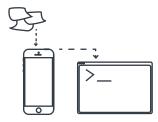
Design:

- Prototyping with Pen
 Sketch and Paper
- Illustrator
- InDesign
- Photoshop

- InVision
- After Effects
- Framer Studio

Languages:

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



Work Experience

VUID, Inc. · Creative Director · June 2014 - Present

- Design of the Spotlight App (for iOS and Android) including wireframing, branding, and iterating over two major redesigns, working closely with developers and CEO to ensure timely deployment of a practical and user-centric application.
- Created all promotional materials, slide decks, and investor briefs for the Spotlight App.
- Design and code for various custom emails for the Spotlight App
- Designed explanatory landing page for the Spotight App

University of Southern California · MxR Lab · **REU Researcher** · Summer 2013

Member of a three student REU team responsible for creating MuVR (Multi-user Virtual Reality), a self-contained portable platform that allows users to interact with other players on a local area network fully immersed in virtual reality.

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, algorightms, and syntax in C++ and Python.

Swarthmore Media Center · Program Leader and Consultant · January 2012 · May 2013

Led workshops in Illustrator and Photoshop and taught students and faculty the Adobe Suite.

Resident Assistant • Swarthmore College • 2012 - 2014

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

Entertainment Studios · **Graphic Design Intern** · Summer 2012

Created short animations and transitions using After Effects for a variety of syndicated children's television programs for Entertainment Studios.

Conferences

Symposium on Spatial User Interaction - MxR Lab - Demoed of MuVR technology - July 2013 Grace Hopper Conference for Women in Computing - **HHMI Grant to attend** - October 2013