

# GRACE BARAR

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## + EMPLOYMENT

- Current** • **UW Sustainability**  
**Graphic Designer**  
Develop marketing communications materials that educate and engage the UW community regarding sustainability programs and initiatives.
- Current** • **Cafe Solstice**  
**Barista, shift lead**  
Prepare both hot and cold beverages, as well as food items. In charge of both opening and closing duties.
- 2018** • **Getty Multicultural Undergraduate Intern**  
**Pasadena Heritage, Intern**  
Over my 10 week internship, I worked on rebranding Pasadena Heritage's walking tours and creating digital content and physical media for the non-profit.
- 2018** • **Poke Bar**  
**Employee, shift lead**  
In charge of both opening and closing duties as well as dealing with finances.

## + COMMUNITY INVOLVEMENT

- 2015** • **Pasadena Heritage**  
**2018** • **Volunteer**  
Non-profit that works to identify, preserve, and protect historic, architectural, and cultural resources of the City of Pasadena. I conducted original research project in South Orange Grove Historic District.
- 2018** • **Society of Women Engineers**  
**Present** • **UW Member**  
Partake in University of Washington Society of Women Engineers events.
- 2015** • **L.A. Family Housing**  
**2018** • **Volunteer**  
Served meals, co-directed short film highlighting organization's efforts to end homelessness.
- 2013** • **Union Station Homeless Services**  
**2018** • **Volunteer**  
Prepared and served meals to homeless families and individuals.

## EDUCATION

University of Washington, Class of 2021  
  
Honors student  
  
Human Centered Design and Engineering  
  
Dean's list

## SKILLS

JAVA, HTML, and Python  
  
Adobe creative suite  
  
Microsoft office  
  
Visual and verbal communication  
  
Arc-map  
  
Arduino  
  
E-Textiles and soft circuits

## RESEARCH + PROJECTS

**Design Awareness 2019 -2020**  
**Research Group**  
The goal of this research group was to promote the idea of design awareness, help track the design process, and inform design behavior.

**Making and mapping**  
**Research Group**  
Research that examined how students might learn design informally through interest-driven physical fabrication projects and visualizing making experiences.

**Hypnotica 2019**  
**Wearable Technology Fashion Event**  
Event aimed at showcasing the fusion of technology and fashion.