

# 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

Human Centered Design & Engineering

Digital Arts & Experimental Media

Honors student

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.