Zach Sherman

I design and build digital tools and toys

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github | portfolio

San Francisco

Open Work Labs (July - Nov 2019)

Software Engineer + Designer - Contract

- ▶ conducted five design sprints over the course of five weeks to create four new prototypes for an open, customizable tool for organizing your work
- ▶ created a <u>visual identity</u> for an early-stage company
- wrote maintainable, declarative code for in-production codebases using experimental web3 libraries

Professional experience with: HTML/CSS/JS, React+Redux, NodeJS, IPFS, Git, Figma, Inkscape

Things I'm good at:

- ▶ learning and adapting quickly, from new programming languages to design methods to work frameworks
- ▶ quickly prototyping new designs
- ▶ working outside of the tech echo chamber

University of Chicago (2015-19)

- ▶ learned how to analyze and influence systems and gained invaluable experience designing, building, and organizing
- ▶ B.A. with Honors Latin American Studies
- ▶ Minor in Media Arts and Design
- Significant coursework in Ecology + Natural Systems
- ► Thesis: Campeones de la WWW (Playfulness in Latin American net.art)
- ▶ GPA: 3.6 + Dean's List all four years

Smart Museum

(Oct 2018- June 2019)

- used web and game dev frameworks to create engaging, novel <u>interactive</u> <u>artworks</u> for the web and gallery spaces
- ► collaborated with other artists to stage a <u>series of networked audiovisual</u> <u>performances</u> (the first project listed in link)

Reclaim Chicago (2015-19)

- coordinated UChicago Student Action electoral work for two years, including <u>numerous victories</u> around the city
- ▶ led <u>direct actions</u> that changed what was politically possible in IL— the <u>current governor</u> is implementing one of the most progressive agendas of any state gov
- organized for the Fair Elections Ordinance to get corporate money out of Chicago politics

| Neubauer Collegium

(June - Sep 2018)

- created a python web scraper to construct searchable database of nettime emails
- found and analyzed archival material from the early internet for my <u>B.A.</u>
 <u>thesis</u> on early internet art