Samuel Jacoby

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EDUCATION

MIT Media Lab
Media Arts & Sciences
MS 2013

Harvard University
Computer Science
AB 2009

DESIGN & CODE

* Javascript, Python, Ruby, Go, C
* D3, pandas, WebGL
* Adobe Creative Suite
  [Photoshop, Illustrator, InDesign]
* Web Development
  [React, Node, Rails, Django]
* HTML, CSS *[sass, less]*
* Systems Administration
  [docker, kubernetes, aws, gce]
* Version Control *[git, hg]*
* Rapid Prototyping
  [Arduino, 3D printing, machine tools]

LANGUAGES

* Spanish & German *[proficient].*

INTERESTS

* Book design & typography
* Writing
* Motorcycle maintenance
* Aquaria & Herpetology

EXPERIENCE

The New York Times   *Interactive News Developer*   September 2015–PRESENT

Software developer & designer in The New York Times newsroom, collaborating closely with editors & reporters to pitch ideas & develop projects, supporting experiments and new storytelling concepts. Working rapidly across a many projects; from reader-facing graphics to the data toolchains behind our Olympics 2016 coverage; winner of an internal award for work on an interactive feature on police bodycameras.

Formlabs   May 2013–September 2015

Early employee at an MIT Media Lab 3D-printing start-up, coordinating marketing strategy as the company grew from 10 to 100 people, ultimately managing a team of 5. Transitioned to software development, writing new applications for internal R&D and product development, working across teams to satisfy fast-changing requirements and manage production software.

MIT Media Lab   *Research Assistant, High-Low Tech*   2011–2013

Designed and implemented electronic hardware and software tools exploring creative & experimental technologies for interaction design, focusing on storytelling & musical electronics. Extensive experience in rapid fabrication, electronics prototyping, sourcing, interaction design, & design iteration. Published master's work in 'Interaction Design & Children 2013'.

Shackman Press   *Founder & Proprietor*   2008–2013

Independent hand-printer and publisher of fine books & ephemera; expert in traditional & digital typesetting, typography, & book design. Conceive, design, and orchestrate projects, commission original works, translations, & art to incorporate into hand-printed editions. See *shackmanpress.com.*

Gutenberg Museum   *Fellow*   May 2009–April 2010

Apprentice at a traditional printing press in Mainz, Germany, practicing printing, typography, and design in a historic printing museum. Funded by an Alexendar Booth '30 Fellowship (*Harvard*).

Nica Times   *Journalist*   July 2007–December 2007

Reporter for a nationally-distributed weekly English-language newspaper in Nicaragua; pitched stories & pursued leads; traveleled widely, pursuing stories & conducting Spanish-language interviews on a range of subjects.