Samuel Jacoby

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EDUCATION

MIT Media Lab
Media Arts & Sciences
MS 2013

Harvard University
Computer Science
AB 2009

DESIGN & CODE

✳ Javascript, Go, Ruby, Python

✳ Web Development
  [React, Node, Django]

✳ Systems Administration
  [docker, kubernetes, aws, gcp]

✳ Version Control *[git, hg]*

✳ Adobe Creative Suite
  [Photoshop, Illustrator, InDesign]

✳ Rapid Prototyping
  [Arduino, 3D printing, machine tools]

INTERESTS

✳ Book design & typography

✳ Bicycle Commuting

✳ Motorcycle maintenance

✳ Aquaria & Herpetology

EXPERIENCE

The New York Times
Senior Software Engineer   Feb. 2019 — PRESENT
Interactive News Developer   Sep. 2015 — Jan. 2019

Engineer embedded in the newsroom, collaborating with editors & reporters to develop projects and internal tooling. Develop tooling behind our Olympics coverage; interactive quiz tools (police bodycameras); and elections coverage. Function as critical liasion between newsroom and technology departments. Transitioned to Tech Lead, owning the core news article experience; architectural review board member, reviewing company-wide technology proposals.

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, 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   *Reporter*   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.