

Samuel Jacoby

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EDUCATION

MIT Media Lab

Media Arts & Sciences

MS 2013

Harvard University

Computer Science

& History

AB 2009

DESIGN & CODE

- ✂ Python, Javascript, Ruby, Go, C
- ✂ 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
- ✂ Freshwater aquaria

EXPERIENCE

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

Developer & designer on a fast-paced team in The New York Times newsroom, collaborating closely with editors to pitch ideas & develop projects, supporting experiments and new storytelling concepts. Work rapidly across a wide range of projects; everything from reader-facing graphical elements, to developing the data toolchain behind the [Olympics 2016 coverage](#). Winner of a Publisher's Award in Journalism for work on an interactive feature on [police bodycameras](#).

Formlabs *Jack of Many Trades* 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, while working across diverse teams to gather fast-changing requirements and deploy 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. Published master's work in 'Interaction Design & Children 2013'. Extensive experience in rapid fabrication, electronics prototyping, sourcing, interaction design, & design iteration.

Shackman Press *Founder & Proprietor* 2008—PRESENT

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 Alexander Booth '30 Fellowship (Harvard).

NicaTimes *Journalist* July 2007—December 2007

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

REFEREED PUBLICATIONS

Jacoby, S., and L. Buechley. Drawing the Electric: Storytelling With Conductive Ink, in IDC 13: *Proceedings of the 12th International Conference on Interaction Design and Children*, ACM (New York, NY), 265–268, 2013.

Mellis, D., S. Jacoby, L. Buechley, H. Perner-Wilson, and J. Qi. Microcontrollers As Material: Crafting Circuits With Paper, Conductive Ink, Electronic Components, And An ‘Untoolkit,’ in TEI 13: *Proceedings of the 7th International Conference on Tangible, Embedded and Embodied Interaction*, ACM (Barcelona, Spain), 83–90, 2013.

INVITED WORKSHOPS & PRESENTATIONS

Drawing the Electric Synth, Sparkfun Electronics, Boulder, Colorado. April 7, 2013.

Papercraft Electronics, ICA: Institute of Contemporary Art, Boston. Teen Night Workshop, August 2012.

CS4HS, University of Illinois, Chicago. Computer Science Department. Workshop, June 20, 2012.

Rebellious Chairs, ENSAD: L’École Nationale supérieure des Arts Décoratifs. Paris, France. Workshop January 9–13, 2012.