

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

✂ Web Development

[React, Node, Rails, Django]

✂ Adobe Creative Suite

[Photoshop, Illustrator, InDesign]

✂ 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

Senior Software Engineer February 2017—PRESENT

Interactive News Developer September 2015

Engineer & designer embedded in the newsroom, collaborating with editors & reporters to develop projects and internal tooling. Support tooling behind our [Olympics coverage](#); interactive quiz tools ([police bodycameras](#)); and [elections coverage](#). Function as critical liaison between newsroom and technology needs.

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 Alexander Booth '30 Fellowship (Harvard).

NicaTimes Reporter 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.