Samuel Anthony DiBella

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Education

New York University, Gallatin School of Individualized Study

Bachelor of Arts, Concentration in Formal Semantics, Minor in Game Design

Graduated January 2015 *cum laude* (GPA 3.8)

Work History

Triple Canopy, Editorial Intern   Jan 2015 – July 2015
- Helped to develop articles through research, fact checking, and editorial comments.
- Transcribed interviews and events led by editors.
- Developed and programmed chatbot in conjunction with "Don't You Want a Body?", an article about chatbots, mimicry, and their interaction with humans.

The Metropolitan Museum of Art, Editorial Intern   March 2015 – May 2015
- Assisted the Editorial Department by copy editing exhibition labels and proofreading InDesign documents for layout inconsistencies and copy errors.
- Contributed to and updated MetPublications and asset tracking databases by entering data into FileMaker and Excel.

New York University, Projectionist – Art History Department   Sept 2013 – May 2014
- Provided technical support for department professors for classroom lectures and on projection equipment and personal computers.

Other Experience

The Headless Society and The Guillotine Magazine, President and Editor   Oct 2011 – Dec 2014
- As President, planned and led weekly meetings for 50 member club, developed prompts for meetings and liaised with administration to manage club finances.
- As Editor, oversaw development, design, and publication of literary magazine, including receiving submissions, copy editing, formatting and layout in InDesign.
- Coordinated with club officers and print shops on magazine production and logistics.

Prague Wandering, Web Editor   Feb 2013 – May 2013
- Received submissions, selected, and edited articles for student web publication.
- Created and formatted Wordpress site, working on production in CMS.

Czech Technical Institute, English Teaching Volunteer   Feb 2013 – May 2013
- Designed lesson plans and curriculum for weekly high-level English class.

Skills

Formal Languages: Java, C#, Python, C. GitHub. XML, HTML.

Software: Adobe InDesign, Illustrator. Unity3D. MS Office Suite. PC, Mac & Linux.

Natural Languages: Latin