

# Sarah Tsai

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## Objective

Highly flexible programmer, designer, and artist with extensive experience on multidisciplinary teams seeking a summer internship in order to gain professional experience.

## Education

**Georgia Institute of Technology**, Atlanta, GA

**August 2017-December 2020**

- Candidate for Bachelor of Science in Computational Media
  - Concentrations: Media, Interaction Design and Experimental Media
- GPA 3.81, Dean's List for Fall 2017 and Spring 2018
- National Merit Scholar
- Oracle Certified Associate, Java SE 8 Programmer

## Skills

**Programming Languages:** Java, C, C#, Python, HTML, CSS, JavaScript, SQL

**Software:** Adobe PS, Adobe Illustrator, Unity, Android Studio, Git, Processing, Aseprite, Blender

**Skills:** OOP, illustration, game art, graphic design, UI/UX design, social media marketing, animation

## Experience

**Freelance Artist**, Marietta, GA

**April 2016-Ongoing**

*Self-Employed*

- Completed commissions for personal requests, donations, and games
- Contributed to 10+ charity and for-profit artbooks
- Created and maintains personal brand and online social media presence, and accumulated over 9,000 followers. Made all illustrations, products, and branding material, and handled manufacturing, shipment, and customer service

**Cellist**, Marietta, GA

**August 2014-May 2017**

*George Walton Comprehensive High School Chamber Orchestra, Concordia Quartet*

- As the **principal cellist** of a national award-winning orchestra, directed sectional practices and tutored other students in music performance and theory
- Performed at weddings, volunteer events, international venues, and the Midwest Clinic, the world's largest music education conference
- Gained leadership and teaching experience

## Activities

**VGDev (Video Game Development Club)**

**August 2017-Ongoing**

- As the **PR**, served as the public face of the club on campus, developed promotional strategies, ran social media accounts, and designed promotional materials
- Lead a 20+ person team in the development of Hengliding, a video game. Managed the project, code architecture, art direction, sound direction, and design
- Received the Deleonic Award for exemplary contributions to the club in December 2017
- Contributed art assets of varying styles (pixel art, vector art, and digital ink) and code to five different games

**Science.Art.Wonder**

**August 2017-Ongoing**

- As the **Jr. Communications Coordinator**, developed the social media strategy, directed the creative team to design promotional materials, and created social media posts
- Illustrated a researcher's work using Bayesian networks with big data in order to diagnose design problems in sociotechnical systems like bikeshares

**Design Bloc (VIP Team)**

**January 2019-Ongoing**

- Designed a pop-up exhibition for the High Museum of Art to be run alongside the Yayoi Kusama exhibit
- Gained experience working on a multidisciplinary team and knowledge of the design process

**Good Mews Animal Foundation**

**May 2018 – Ongoing**

- On the Marketing board, developed social media strategy and helped plan fundraising events. Volunteered on a biweekly shift to clean the shelter and feed the cats
- Gained experience working on a marketing team and training other volunteers