



Sarah Ing

EXPERIENCE DESIGNER

Hello! I'm Sarah. I'm a multidisciplinary designer [user cheerleader] who approaches her work with a go-getter attitude and curiosity.

Favorite word: liminal, favorite activity: meeting strangers

experience

Experience Designer • Creative 50 2017

- Developed an interactive experience for the Manchester International Festival, using technology to explore the interplay between the physical and digital realms

Hyper Island 2017

- Human-centered design projects with modules focusing on design thinking, UX research, and digital technologies
- Clients: BBC, Pentland Brands, Speedo, LateRooms, and the NHS
- Industry-led by IDEO, Common Good, Plot London, and Snook

Fullstack Developer • OwnLocal 2015-2017

- Interviewed users, co-designed feature requests, and conducted usability testing.
- Designed and programmed interactive UI elements for the customer service team to engage with on the front-end, while also implementing the back-end application logic.

Freelance Writer 2012-2014

- Interviewed and wrote features for lifestyle publications, while visually designing editorial content and reviewing submissions.

skills

- UI/UX
- Design Thinking
- User Research
- Lo-fi Prototyping
- Synthesis
- Agile
- HTML
- CSS
- JavaScript
- Ruby
- Usability Testing
- Git

reach me

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honors

Rise Up Speaker 2017

Delivered talk on incorporating design thinking into life decisions as part of Barclay's Rise Up event.

Manchester City Football Hackathon 2017

UX researcher and programmer for hackathon on increasing international fan engagement.

Mentor/Facilitator 2016

Mentored and facilitated workshops for Women Who Code and UT's "Introduce A Girl To Engineering" Day

education

Hyper Island 2017

M.A. Digital Experience Design

University of Texas 2016

Computational Linguistics Course

Dev Bootcamp 2015

Web Development with JavaScript, HTML, CSS, Ruby

Oregon State University 2010

B.A. English Literature