

# Sarah Tencher

## EDUCATION

- 2013 – 2017 **University of California, Berkeley** **GPA: 3.4**  
Intended Bachelor of Arts, Cognitive Science  
Minor, Computer Science  
Expected May 2017

## EXPERIENCE

- 2016 – 2017 **Market Researcher**  
Meanwise, San Francisco, CA
- Performed market research on workplace culture, millennials footprint, and social media trends to aid in the development of the application
  - Presented research to software engineers to drive design decisions for the application
- 2015 – 2016 **Undergraduate Research Assistant**  
Gopnik Cognitive Development Lab, Berkeley, CA
- Successfully executed cognitive development experiments involving causal learning
  - Recruited and interacted extensively with participants
  - Operationalized participants' verbal and non-verbal responses into quantitative data
- 2013 – present **Counselor, Committee Member**  
Camp Kesem Berkeley, Berkeley, CA
- Supervised 12-year-old children at camp to ensure a safe and carefree environment, teaching me the importance of putting the needs of others first
  - Raised funds for an annual weeklong summer camp for over 200 kids affected by a parent's cancer

## PROJECTS

- Spring 2017 **Chewsie**
- Explored user needs to iteratively design a mobile app to connect users with desired restaurants on their current route
  - Detected the lack of social networks in restaurant finding apps, which inspired features to determine convenient and desirable meeting points between connected users, providing a more social meal finding experience
- Fall 2016 **Offspring** (JavaScript)
- Used prototyping tools and conducted user tests and research to iteratively design and implement a companion app used to interact with a wearable watch device to help parents communicate with their children to ensure their safety

## CONTACT

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## PORTFOLIO

medium.com/@sarahtencher

## COURSEWORK

- UI Design and Development
- Web Design
- Human-Centered Design
- Cognitive Science
- Psychology
- Brain, Mind, and Behavior
- Psychological Anthropology
- The Structure and Interpretation of Computer Programs
- Elementary Statistics

## SKILLS

### UI/UX

- Contextual Inquiry
- Task Analysis
- Card Sorting
- Personas
- Scenarios
- Wireframes
- Prototypes
- Cognitive Walkthrough
- Usability Test
- Usability Study

### Design

- InVision
- Figma

### Programming

- JavaScript
- HTML5
- CSS
- Python
- Java