SARAH STANCIK

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OBJECTIVE

To create compelling experiences that engage users through the combination of digital and physical media

EDUCATION

BACHELOR OF ARCHITECTURE, THE UNIVERSITY OF TEXAS AT AUSTIN | GPA 3.54 | Anticipated: May 2016
Bridging Disciplines Certificate of Digital Art and Media | interdisciplinary study of digital design & architecture
Elements of Computing Certificate | foundations of computer programming

RELEVANT COURSEWORK

Visual Communications I-III, Advanced Design, Elements of Software Design, Intro Visual Effects and Motion Graphics,
Engineering Physics I-II, Computer Fluency, Elements of Computers/Programming, Prototype, Patterning, Construction I-V

WORK EXPERIENCE

LANMAR SERVICES | Architectural Intern | May - Aug 2015
created 3D Revit models using point cloud data from laser scans
built custom parametric family types for specific fixtures and building details

IBM | Mobile Designer | May - Aug 2014
worked with developers to innovate internal enterprise applications from start to finish
managed crowd-sourced portions of designs and synthesized the work into the final product

THE DAILY TEXAN | Associate Tech Director | Sept 2013 - Dec 2014
redesigned www.dailytexanonline.com to improve user experience
developed responsive front-end design for new Drupal template

THE UNIVERSITY OF TEXAS AT AUSTIN | Resident Assistant | Aug 2011 - May 2014
marketed social and educational events; mentored residents in on-campus residence halls

DIGITAL MEDIA INSTITUTE | Summer Bootcamp | May - June 2013
explored techniques to implement seamless UI/UX design
built innovative mobile and web apps from client and server sides

SKILLS

Production
UI/UX design, model building, laser cutting, soldering, 3D printing, CNC trained

Design
Illustrator, Photoshop, InDesign, AutoCAD, Revit, SketchUp, Rhino, Grasshopper, 3DS Max

Development
Python, HTML/CSS/JS, Github, Arduino, Processing (Java), R Studio, Tableau

ADDITIONAL EXPERIENCE

Design for America | (present) co-founder and leader of Austin chapter; designs solutions to local social issues
Mobile App Development | (present) branding director and MAD Labs co-director; leads overall organization identity
ThreadlineTX | designed logo and banner images for organization promoting philanthropic design community
YHack | controlled 3D models using Maya, Unity, and Leap Motion at Yale's hackathon
HackTX | designed a multi-player hidden identities game using Wiimotes at UT Austin hackathon
3 Day Startup | lead the UI/UX design for Snipbook mobile; created mobile app mockups
SXSW Eco | volunteered as special events and exhibition staff member
101 Years of Interior Design Exhibit | crafted "Wallflower" exhibit centerpiece with team
UASC Mentorship Program | mentored a first year student through the transition into the School of Architecture
Texas Performing Arts | designed art piece for the Grammy award-winning ensemble, Eighth Blackbird
AIAS Auction | featured pieces – hand-drafted pastel perspectives, axonometric drawing, hybrid diagram