SARAH STANCIK

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2300 Nueces St, Apt 423, Austin, TX 78705

Objective

To develop sophisticated solutions that combine physical and digital spaces to enhance the end user experience

Education

BACHELOR OF ARCHITECTURE, UNIVERSITY OF TEXAS AT AUSTIN | GPA 3.51 | Expected: 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

Design I-VI, Advanced Design, Visual Communications I-III, Architecture and Society, Site Design, Construction I-V, Italian Cinema, Survey of Renaissance Through Modern Art, Environmental Controls I-II, Engineering Physics I-II, Computer Fluency, Elements of Computers/Programming, Elements of Software Design, Exploring Digital Art and Media, Digital Media Productions, Architecture After Modernism, Patterning, Prototype

Skills

Production
UI/UX design, model building, laser cutting, soldering

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

Developer Tools
Python, HTML/CSS, Github, Arduino, Processing (Java), R Studio

Work Experience

IBM, AUSTIN, TX | Mobile Designer | May 2014 - August 2014
worked with developers to innovate internal enterprise applications from start to finish
managed outsourced portions of the project and synthesized the work into the final product

THE DAILY TEXAN, AUSTIN, TX | Associate Tech Director | Sept 2013 - Dec 2014
designed a complete redesign of www.dailytexanonline.com to improve user experience
developed responsive front-end design for new Drupal template

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

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

JENNY ONG PIANIST, WESTPORT, CT | Website Designer | Sept 2011 - Feb 2012
designed website to attract new clients; converted file types to optimize web viewing

Additional Experience

Mobile App Development | (present) UI/UX Director; designs logo and leads app designs

PlatformTX | (present) designs 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