SARAH STANCIK

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EDUCATION

The University of Texas at Austin, May 2016

Bachelor of Architecture

Digital Arts and Media Certificate -- 19 hours on digital design, animation, and architecture

Elements of Computing Certificate -- 18 hours on the foundations of computer programming

EXPERIENCE

Hidden Bit -- Freelance Designer -- Oct 2016 - present

consult and provide interactive web-based designs for clean, responsive display on any device

construct models and prototypes at various scales for use in event planning and production

Inaba Williams -- Architectural Intern -- Dec 2016

constructed models for interior elevation and light studies

contributed to design documentation for co-working spaces and daycare

The University of Texas at Austin -- Research Assistant -- Jun - Aug 2016

compiled video documentation to promote UT's first green wall, the Living Wall Project

animated planter cell fabrication and pattern iterations for plant placement

Lanmar Services -- Architectural Intern -- May - Aug 2015

modeled precise BIM for clients renovating historic and complex properties

created parametric Revit families for building details using point cloud data from laser scans

IBM -- Mobile Designer -- May - Aug 2014

collaborated with developers to innovate internal enterprise mobile apps from start to finish

interviewed users during each step of the process to incorporate feedback into UX designs

The Daily Texan -- Associate Tech Director -- Sept 2013 - Dec 2014

developed new, responsive front-end design for improved user experience on the online news site

PROJECTS

The Brackenridge Tract -- co-edited publication of advanced studio masterplans and designs

YHack -- controlled interactive 3D models at Yale's annual hackathon

HackTX -- designed a multi-player hidden identities game at UT Austin's annual hackathon

3 Day Startup -- led the overall UI/UX design for a new mobile app mockup

101 Years of Interior Design Exhibit -- crafted the "Wallflower" exhibit centerpiece with team

LEADERSHIP

Design for America -- Co-founder, Studio Lead of UT Austin chapter -- Dec 2014 - May 2016

addressed community challenges in interdisciplinary teams

Mobile App Development -- Brand Director, MAD Labs Co-director -- May 2014 - May 2016

coordinated the organization's identity and project teams

The University of Texas at Austin -- Resident Assistant -- Aug 2011 - May 2014

marketed social and educational events; mentored residents in on-campus residence halls

SKILLS

Production -- laser cutting, soldering, 3D printing, CNC routing

Design -- Adobe Creative Suite, Rhino, Grasshopper, Revit, 3DS Max, V-Ray, AutoCAD, Maya

Development -- Python, GitHub, HTML/CSS/JS, Jekyll, Sass, Processing, Arduino

DISTINCTIONS

University Honors -- Fa 2010, Sp 2011, Sp 2012, Sp 2013, Fa 2014, Sp/Fa 2015

Living Wall Exhibit -- Weavernest project selected for inclusion in the Fall 2016 UTSoA exhibition