

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

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

redesigned the Daily Texan newspaper's website to improve user experience

developed the responsive front-end design for a new Drupal template using HTML/CSS/JS

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

Texas Performing Arts -- produced an art piece for a Grammy award-winning ensemble

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 (trained)

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

Development -- Python, HTML/CSS/JS, GitHub, Processing (Java), Arduino

DISTINCTIONS

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

Living Wall Exhibit -- Weaverness project selected for inclusion in the Fall 2016 UTSOA exhibition

SERVICE

SXSW Eco -- volunteered as a special events and exhibition staff member