

SARAH STANCIK

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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, 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

work with developers to innovate internal enterprise applications

THE DAILY TEXAN, AUSTIN, TX | Associate Tech Director | Sept 2013 - Dec 2014

design and implement a complete redesign of dailytexanonline.com to improve user experience
develop responsive front-end design for new Drupal template

UNIVERSITY OF TEXAS, AUSTIN, TX | Resident Assistant | Aug 2011 - May 2014

plan and market social and educational events
facilitate communication and mentor residents in on-campus residence halls

DIGITAL MEDIA INSTITUTE, AUSTIN, TX | Summer Bootcamp | May - June 2013

explore techniques to implement seamless UI/UX design
build innovative mobile and web apps from client and server sides

JENNY ONG PIANIST, WESTPORT, CT | Website Designer | Sept 2011 - Feb 2012

design website to attract new clients; convert 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