SARAH STANCIK

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OBJECTIVE

To create compelling user experiences through the combination of digital and physical media
Looking to further experience in fabricating computer drafted designs

EDUCATION

BACHELOR OF ARCHITECTURE, UNIVERSITY OF TEXAS AT AUSTIN | GPA 3.53 | 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

Visual Communications I-III, Advanced Design, Construction I-V, Prototype, Patterning, Elements of Software Design, Environmental Controls I-II, Engineering Physics I-II, Computer Fluency, Elements of Computers/Programming

WORK EXPERIENCE

LANMAR SERVICES | Architectural Intern | May 2015 - 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 2014 - 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; leads overall organization image and app designs
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