

Sat Barseghyan

(507) 649 9587 | barseg1@stolaf.edu | "link to portfolio"

EDUCATION

St. Olaf College, Northfield, MN

Expected Graduation: May 2026

Bachelor of Arts: Computer Science | Minor: Data Science, Film

Honors and Awards: Davis Scholar, Armenian General Benevolent Union Scholar, and Dean's List 2025

Relevant Courses: Analysis of Algorithms, Software/Hardware Design, Algorithms for Decision Making, Data Science

Certifications: Google Analytics, IBM - Intro to Product Management, DesignLab - UX Design

SKILLS

- *Programming:* Python, C++, SQL, Java, R, HTML/CSS
- *Web & Software:* React, WordPress, Git, AWS
- *Data & Analytics:* pandas, NumPy, Tableau, ArcGIS, tidymodels, Qiskit
- *Design & UX:* Figma, Adobe Creative Suite (Illustrator, Photoshop, InDesign, Premiere)
- *Systems & IT:* Linux, macOS, Windows, Hardware diagnostics, Networks

WORK EXPERIENCE

Creative Technology Manager (IT, UX & Web), Digital Scholarship Center, Northfield, MN

September 2023 - Present

- Lead UX documentation, web development, and technical operations for a digital lab serving 200+ students and faculty.
- Build and maintain WordPress websites with custom HTML/CSS enhancements.
- Conduct data analysis projects using Python, Tableau, and ArcGIS to produce interactive dashboards supporting campus planning decisions.
- Provide advanced technical support across 25+ software platforms and diagnose hardware systems, reducing lab downtime.
- Produce UI prototypes, digital assets, and structured documentation supporting cross-campus digital initiatives.

IT Helpdesk Technology Tier 2 Assistant, St. Olaf College, Northfield, MN

September 2023 - Present

- Troubleshooting hardware, software, and network issues for 50+ students, faculty, and staff weekly.
- Prioritize and resolve Tier 2 tickets, escalating advanced cases to IT specialists to ensure timely solutions.
- Perform on-site troubleshooting for printers, laptops, and classroom tech, strengthening user support through clear communication and follow-up.

Software Engineer & Product Support Intern, TrickyLeaf, Milan, Italy

January 2025 - March 2025

- Rapidly onboarded to a new React codebase and delivered production-ready features within 6 weeks.
- Contributed React code to the equipment checkout feature, supporting a smoother booking flow.
- Collaborated with the founder on UX improvements to refine layout, usability, and feature logic.

Product & UX Intern, D-Link, Gyumri, Armenia

June 2024 - August 2024

- Conducted user research with 5 local testers to evaluate app usability and inform regional UX improvements.
- Reviewed and localized 6+ app features for the Armenian market, improving cultural relevance and clarity.
- Created weekly Figma wireframes to present updated UI concepts and design suggestions to the product team.
- Synthesized UX insights and competitive research into Notion reports used by cross-functional stakeholders.

PROJECTS

- **Equipment Booking Feature Development (Software Engineering, Product Collaboration):** Contributed production-level React code to an equipment checkout system, improving booking flow, interface clarity, and overall user experience. Collaborated directly with product leadership to refine layout decisions and feature logic while rapidly onboarding to a new codebase. *Tools: React, JavaScript, Git, UX Feedback (Fall 2025)*
- **Digital Lab Space Usage Analytics Dashboard (Data Analysis, Visualization):** Parsed and cleaned calendar booking data into structured datasets to analyze lab usage patterns. Built interactive dashboards to visualize trends and support renovation and space planning decisions affecting 200+ users. *Tools: Python, pandas, Tableau, Data Cleaning (Summer 2025)*
- **Freelance Web Interface Redesign (UI/UX, Web Development):** Rebuilt a client website using component-based layouts and interactive Figma prototypes to improve navigation clarity and accessibility. Delivered structured design documentation to support future scalability and developer handoff. *Tools: Figma, HTML/CSS, UX Documentation (Summer 2025)*
- **AI Art Competition Platform (Creative Tech, Event Systems, Web Integration):** Designed and launched a campus-wide AI art competition platform, building the event website, producing promotional assets, and facilitating ethical discussions on AI-assisted creativity. *Tools: HTML/CSS, Figma, Adobe Creative Suite, OpenArt (Fall 2024)*