# Sarah Moss-Horwitz

## **EDUCATION**

**Carnegie Mellon University,** Pittsburgh, PA - *Sept 2013 - May 2017*Bachelor of Science, Human-Computer Interaction & Decision Science Minor: Learning Media

# **EXPERIENCE**

**GoFundMe,** Detroit, MI — Web Experience Designer, May '17- Present Designed, developed, maintained and updated over 200 customized CrowdRise landing pages.

Led Google Analytics campaign to refine design decisions and communicate best practices across service teams.

**TechChange**, Washington, DC — *Design Fellow, Summer 2016*Designed online interactive educational modules for NGO clients including World Bank and United Nations.

Created interactive "Best Practices of Online Learning" guide.

**UL-Wiklund R&D,** Concord, MA — *Human Factors Intern, Summer 2015*Observed, coded and analyzed three usability tests with medical devices.
Led Known Problems Analysis of IVUS/ OCT imaging systems based on Adverse Event Reports as part of competitive analysis.
Wrote Formative and Summative Human Factors reports for FDA approval.

# **PROJECTS**

**EatSleepPoop** — *iOS App, Design Lead* 

Mobile app helping new parents track daily interactions with their children. Currently redesigning UI based on analysis, remote testing and user data.

AnimalCop — UX Research and Web App Development
Digital reporting system for concerned citizens and a management
application for Humane Officers, created for the Pittsburgh Humane
Animal Rescue shelter.

**Digital Promise Rapid EdTech Piloting** — *Product Research,*Conducted rapid- assessment of product pilot processes in schools for project. Worked with school administrators, teachers and students to test tools and write actionable report for decision makers.

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#### **TOOLS**

**Design** Illustrator Photoshop Sketch Axure

# Web Development

HTML5 CSS3 Javascript JQuery Ajax HubSpot

### Research

Google Analytics R Excel

# LANGUAGES

Spanish (Proficient)

#### SKILLS

Web Development
User Experience Research
Wireframing
Prototyping
Data Analysis
A/B Testing
Data Visualization
Product Design and Testing
Project Management
Rapid Prototyping
Usability Testing
Instructional Design