SARAH MASSOUDI

Integrated Design & Media undergraduate and graduate student (BS/MS program)
New York University (3.9 GPA)
(650) 542-1491 - snm6464@nyu.edu • Brooklyn, NY 11238

Team-oriented designer, artist, and fabricator exploring interpersonal and intergenerational interactions through physical and digital media installations to make a lasting impression. Experience and skill in coding, building, planning, and the ability to troubleshoot and identify solutions quickly and efficiently. Committed to delivering high-quality projects that meet expectations on time and with detail.

Skills

- Proficient in the Adobe Suite (Photoshop, Illustrator, InDesign, etc.) and knowledgeable of design principles
- Skilled in managing many projects and tasks simultaneously and working well in teams, large or small
- Proficient in HTML, CSS, JavaScript, Python, p5.js, and Arduino IDE (C++)
- New experience in Max, TouchDesigner, and Unity
- Adaptable in high-pressure, dynamic environments
- Able to communicate effectively and advocate for self and others

Experience

Lab Technician - IDM Design Lab
NEW YORK UNIVERSITY, New York, NY
May 2025 - Present

- Oversee the Design Lab space in terms of safety and space management.
- Assist students with 3D printers, laser cutters, and soldering stations.
- Administer equipment associated with the lab to students.
- Organize the space for better use.
- Work with the social media team to advertise the space.

UI/UX, Graphic Design, and QA Intern
NEXTAXIOM TECHNOLOGY INC., San Francisco, CA
July 2024 - August 2024 (Shortened due to Summer Abroad)

- Learned how to create quick mockups based on a set of instructions and desired features.
- Communicated with multiple members of a team to integrate feedback into new iterations of design.
- Provided multiple options for solutions to problems that arose in initial UI/UX.
- Created and updated efficient QA documentation to assist in future QA procedures.

Software Engineering and QA Intern
NEXTAXIOM TECHNOLOGY INC., San Francisco, CA
May 2023 - August 2023

- Learned how to quickly acquire new skills in coding, product testing, and graphic design.
- Made web icons and posters for the company using the Adobe Suite.
- Learned how to navigate large amounts of company code and problem-solve.
- Did quality assurance (QA) and discovered how to navigate with a team of professionals to divide and conquer tasks.
- Learned how to work with a head developer to navigate tasks.
- Worked with QA team to make bug tickets and give detailed, adequate feedback on issues in the product

References available upon request.