

# SAM GOCHMAN

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## EDUCATION

### Dartmouth College

June 2018 | Hanover, NH  
GPA: 3.96/4.00

BA in Biology, Anthropology,  
& Human-Centered Design

Summa Cum Laude  
Phi Beta Kappa

ΣΞ Research Honors Society  
ΓΣΑ National Academic  
Greek Honor Society

Ecology Foreign Studies  
(Costa Rica & Little Cayman)

### Harvard GSD

Design Discovery, Architecture  
July 2017 | Cambridge, MA

### IBM Enterprise Design Thinking Certification

## SKILLS

### Digital

HTML/CSS/JavaScript, Vue.js  
D3.js, Web Audio, Tone.js  
AWS EC2, Git, Electron  
Processing, TouchDesigner  
JMP, Tableau, R  
Python  
Arduino  
Figma, Sketch, wireframing  
Rhino3D, Grasshopper, Revit  
Adobe Suite  
Google/Microsoft Suite

### Research

Statistics  
Experiment design  
Survey design  
Contextual interviews  
User testing  
Need finding  
Grant acquisition  
Publication

## EXPERIENCE

### Creative Technology Apprentice, Sosolimited

January 2020 – July 2020 | San Diego, CA

- Developed and deployed interactive front-end experiences to engage the public and help clients communicate their impact via web, apps, and physical installations.
- Processed data of 6,000+ languages, visualizing diversity of client museum's guests.
- Prototyped a communication platform to build sensory connections across space.
- Influenced the creative direction of project concepts by maintaining focus on storytelling and powerful user experiences of data-driven art.
- Curated technology and spatial design for small- and large-scale digital signage.

### Research Fellow, EskewDumezRipple Architects

August 2018 – June 2019 | New Orleans, LA

- Scripted interactive audio visualization/simulation tool for designing with sound.
- Produced graphical book, cheat sheets, and podcast to help architects appreciate acoustical concepts and data and implement strategies for healthier spaces.
- Prototyped, coded, and fabricated interactive light exhibition/experiment and visualized user movement data to understand behavior in the space.
- Crafted and executed 5 exploratory research studies to educate studio about audiovisual perception, cognitive performance, and user experience and behavior.

### Founder/Partner: Anivision, Digital Applied Learning and Innovation Lab

January 2018 – Present | Dartmouth College, Hanover, NH

- Orchestrated ideation, perception research, triaging, and outreach for 3 cross-functional teams to shape education sector with emerging technology.
- Taught 60+ students about animals' visual systems with the interactive experience; 85% of user testers preferred this approach over traditional classroom methods.
- Publication: "Tarsier Goggles: a virtual reality tool for experiencing the optics of a dark-adapted primate visual system" in *Evolution: Education & Outreach* (2019).
- Presented for 500 at alumni campaign; demonstrated at 6 cross-national venues.

### Biophilic Design Research Intern, Terrapin Bright Green

March 2016 – June 2016 | New York, NY

- Initiated ethnography: interviewed 100 workers to visualize and compare their values versus real decisions regarding urban green space.
- Analyzed biological and architectural literature to propose 3 strategic applications of odor-associative learning and multisensory experiences in the built environment.

### Independent Researcher, Dartmouth College

January 2015 – Fall 2016 | Duke Lemur Center, Durham, NC

- Published grant-funded research: "Alcohol discrimination and preferences in two species of nectar-feeding primate" in *Royal Society Open Science* (2016).
- Collected, analyzed, & visualized data that challenged paradigms in anthropology.
- Publicized by 17+ media outlets including *Popular Science* and *Smithsonian Mag.*