

SAM GOCHMAN

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EDUCATION

Dartmouth College

June 2018 | Hanover, NH

GPA: 3.96/4.00

BA in Biology, Anthropology,
and Human-Centered Design

Summa Cum Laude

Phi Beta Kappa

Harvard GSD

July 2017 | Cambridge, MA

Design Discovery, Architecture

SKILLS

Languages

JavaScript, HTML, CSS,

Processing, C++, Python, C#, R

Frameworks & Libraries

Vue, React, Electron, NPM,

jQuery, D3.js, GSAP, Web Audio,
openFrameworks

Tools

VS Code, Git, Sketch, Figma,
TouchDesigner, Unity, Reality
Composer/Converter, Rhino3D,
Tableau, Photoshop, InDesign,
Illustrator, Premiere, AWS EC2

Hardware

Arduino + sensors, data/power
networking, LED systems, 3D
printing, wood, installation

EXPERIENCE

Creative Technology Apprentice at Sosolimited

January 2020 – July 2020 | San Diego, CA

Developed and deployed front-end experiences for data-driven art and interactive interfaces. Collaborated with designers and clients on concept development to ensure both technical feasibility and a powerful user experience. Used Rhino to diagram digital signage, lighting and data/power for installations spanning scales of kiosk to promenade. Explored technologies (e.g., AR, spatial sound) to expand the studio's toolkit.

Research Fellow at EskewDumezRipple Architects

August 2018 – June 2019 | New Orleans, LA

Worked with architects to integrate new technologies and research for healthier, more engaging audiovisual experiences. Designed, prototyped and fabricated responsive light installation using microcontrollers, sensors and Python. Developed Grasshopper workflow to empower architects to troubleshoot and design with 3D sound in earlier project phases. Produced vision-focused guidelines for physically-based rendering in Unreal Engine.

Project Partner at Digital Applied Learning and Innovation Lab

January 2018 – Present | Hanover, NH

Founded Anivision, a VR learning platform providing a first-hand experience of animals' worldviews. Partnered with museums and schools to pilot and conduct user testing. Journal publication showed that 85% of students preferred the platform over traditional methods. Meet weekly with designers and developers to give feedback on user experience and Unity environments and plan ongoing outreach strategy.

Biophilic Design Research Intern at Terrapin Bright Green

March 2016 – June 2016 | New York, NY

Initiated ethnography to understand decision-making of 100 city workers; collected, statistically analyzed and visualized data to demonstrate need for better access to urban green space. Analyzed scientific literature to propose strategies for multisensory experiences in architecture.