SAM GOCHMAN

samgochman.com
srgochman@gmail.com
github.com/srgochman

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, Python, C++, C#

Frameworks & Libraries
Vue, React, NPM, jQuery, D3.js, GSAP, Three.js, Express, openFrameworks, Socket.IO

Tools
VS Code, Git, Sketch, Rhino3D, TouchDesigner, Unity, RealityKit, Tableau, Illustrator, Photoshop, InDesign, AWS EC2, MongoDB

Hardware
Arduino, depth cameras, data/power networking, 3D printing, wood fabrication, installation

EXPERIENCE

Creative Technology Apprentice at Sosolimited
January 2020 – July 2020 | San Diego, CA
Developed and deployed front-end experiences for interactive interfaces and data-driven art. 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.

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.

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.

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.