



sarah  
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## education

### MFA Design + Technology

Parsons the New School for Design  
New York, NY | 2012 to 2014

### BS Informatics + Graphic Design

Indiana University  
Bloomington, IN | 2008 to 2012

## instructional experience

### Full Stack NodeJS Instructor

*Trilogy + Columbia University*  
*Boot Camp Class of Spring '19*

Topics covered: Full Stack  
(MERN) Web Development

### Creative Code Instructor

*Gray Area Art + Technology*  
*Creative Code Immersive Fall '15*  
*Dolby Youth Apprenticeship Spring '16*

Topics covered: Processing, Front End  
Web, Node, Installation Art, Arduino,  
Computer Vision, Data Visualization,  
MaxMSP, Projection Mapping

### Lead Instructor

*Girls Write Now +*  
*Mozilla Hive Network*  
*2013 + 2014 Digital Media Program*

Topics covered: Design, Typography,  
ePublishing, Audio Journalism,  
Interactive Web

### Teaching Assistant

*Parsons the New School for Design*  
*Spring '14 BFA Core Interaction Lab*

Topics covered: Web Design, Web  
Development, and Web Best Practices

## skills

### Technical

HTML, CSS, SASS, PostCSS, JavaScript  
(ES6), Node, NPM, Express, MongoDB,  
Angular, WordPress, PHP, Webpack,  
Grunt, Gulp, Continuous Integration

### Creative

Graphic Design, Wireframing,  
Storyboarding, Rapid Prototyping, High  
Fidelity Prototyping, Usability Testing

### Experiential

3D Printing, Lasercutting, Soft Circuitry,  
Kinect, Arduino, WebSockets, Processing,  
OpenFrameworks, Projection Mapping

### Collaborative

Agile, Scrum, Git, Jira, Stylelint, ESLint,  
PHPLint

## technical experience

### Freelance Creative Developer | May 2018 to Present

#### *Self-Employed*

Provide full stack web and prototyping services with a focus on the  
intersection of design and technology.

#### **Senior Web Engineer w/ Huge**

Full stack development for a large scale WordPress site (under NDA)

#### **Front End Developer w/Hogarth WW + Apple**

Worked on localization efforts for the September 2018 product launch  
and trained in direct marketing.

#### **Creative Developer w/ Minor Vices**

Front end prototype development for AMC The Walking Dead & the NBA

### UX Developer | July 2016 to May 2018

#### *Alley Interactive*

*Notable clients: People Magazine, NYPost, Hachette Book Group,*  
*Women's Wear Daily*

- Front end development for production and prototypes
- Managed front end build systems using Grunt and Webpack
- Implemented back-end WordPress into prototypes
- Contributed to internal prototyping tools and standards

### Creative Technologist | Sept 2014 to July 2016

#### **AKQA**

*Notable clients: Visa, Levi's, Google, Nest, Air Jordan, DirectTV, AXA, Audi*

- Front End Development using HTML, CSS, JavaScript, Node and Angular
- Prototyped working web, IoT, and installation ideas to be used in pitches  
for both existing and potential clients
- Research & Development with emerging technologies
- Remodeled maker lab and taught creative tech workshops
- Mentored incoming creative technology interns

### UI Developer | May 2014 to Sept 2014

#### *OpenBCI*

- Designed and Developed front end of company website
- Product photography and logo design used in online shop and Kickstarter  
campaign that successfully raised over \$200k

### Media Lab Intern | Jan 2014 to May 2014

#### *Metropolitan Museum of Art*

- Experimented with new technology and how it applies in a  
museum setting
- Developed prototype for letting the vision impaired see 2D art
- Developed augmented reality prototypes to be used in exhibit spaces