

Sarah J. Gould

Seattle, WA | sarah.gould@gmail.com | <https://zenzoa.com>

DESIGNER

- UX & UI design
- Game design
- Tool/workflow design
- Graphic design
- Illustration
- Web design (HTML5, Css3)

DEVELOPER

- Javascript (ES6, React)
- Lua
- C#
- Processing (Java)
- Python

ETC

- Photoshop, Illustrator, XD
- Visual Studio
- Git & Github
- Microsoft Office (Word, Excel, Powerpoint)
- AutoCAD

SELECTED EXPERIENCE

Technical UX Designer | 343 Industries (Redmond, WA) | May 2018 – present

- Designed and implemented screens for a variety of front-end, multiplayer, and gameplay experiences in Halo Infinite.
- Wrote specs, led design reviews, and coordinated with leads, devs, and designers.

UX Designer & Front-End Developer | AppSheet (Seattle, WA) | Jan 2016 – Apr 2018

- Built reactive front-end framework for an end-user programming tool.
- Designed UI and collaborated on prototypes for natural language app creation tool.
- Designed and implemented user-facing workflow features and server-side APIs.
- Redesigned website and coordinated across teams to improve information architecture.

Associate | Johnson + Southerland (Seattle, WA) | Aug 2015 – Jan 2016

Assistant Project Manager | Kenneth Philp Landscape Architects (Seattle, WA) | Jun 2013 – Aug 2015

EDUCATION

Master of Landscape Architecture | Rhode Island School of Design (Providence, RI) | May 2013

- Thesis: *Creative Wonder in Urban Environments*

Bachelor of Arts in Linguistics | Reed College (Portland, OR) | May 2009

- Thesis: *On the Hive Mind: Explorations in Social Semiotics*
- Commendation for Excellence: 2005-06, 2006-07, 2008-09

UX Level 2 | School of Visual Concepts (Seattle, WA) | Jun 2015

SELECTED PERSONAL PROJECTS

Môsi | Javascript, React | 2018

- A tiny tool for creating and sharing tiny video games on your phone.

Palettsy | Javascript, React | 2018

- A tool for generating color palettes using a genetic algorithm.

Xyzygy | Javascript | 2018

- A game about exploring an infinite procedurally-generated universe and befriending aliens.

Stars Below | Bitsy | 2018

- Featured in Cliqist (<http://cliqist.com/2018/02/04/weekindies-take-midnight-stroll-stars/>)

A Moth Argent | Bitsy | 2018

- Featured in Paste (<https://pastemagazine.com/articles/2018/01/bitsy-makes-it-easy-to-design-small-narrative-game.html>)

Ungrounded | Lua, LÖVE | 2017

- A platformer where you breed and grow fractal trees to reach the sun.

Prospera | Lua, LÖVE | 2015

- A real-time strategy game where you control a colony of planet-conquering spores.

See more at:

<https://sarahgould.itch.io> | <https://github.com/sarahgould>