Sarah Jeannette Gould

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Portfolio — https://zenzoa.com

Career Goals — Position as front-end developer or UX designer, creating elegant, powerful, and innovative user interfaces with a multi-disciplinary team.

Experience

Front-End Designer & Developer
AppSheet — Jan 2016-present
Design and develop UX for mobile apps and app editor. Lead design/code of new editor framework. Coordinate with marketing team on website. Assist customers w/ product.

Associate
Johnson+Southerland — Aug 2015–Jan 2016
Render early designs for clients. Draft final technical documents. Design wayfinding markers and marketing materials. Participate in project planning.

Designer
Haddad|Drugan — Mar 2014–Dec 2015
Design development. Research sites and materials. Build physical scale models. Draft technical documents. Design presentation materials. Part-time.

Assistant Project Manager
Kenneth Philp Landscape Architects — Jun 2013–Jul 2015
Render illustrative site plans. Draft technical documents. Research code requirements. Design marketing materials. Manage project documentation. Coordinate with contractors.

Web Developer & Graphic Designer
Harvard University South Asia Initiative — Jul–Aug 2011
Develop prototype social network with Django. Design marketing materials.

Projects

AppSheet Editor —user interface, code (2016-17)
   https://www.appsheet.com
Noah the Narwhal — illustration (2017)
   http://www.dancingmantispress.com
Ungrounded — concept, design, code (2017)
   https://sarahgould.itch.io
My own tiny house — design, coordination (2016)
   https://zenzoa.com/articles/category/life/house-story/

Skills

UX — web apps, responsive design, wireframing, prototypes
Front-end dev — JavaScript, React, Redux, HTML, CSS, JSON
Back-end dev — C#, ASP.NET, RESTful APIs
Test-driven development — Karma, Selenium
General dev — Git, GitHub, NPM, Gulp
Graphic design — Photoshop, Illustrator, InDesign
Interactive/game design — Lua, Processing, Python

Education

UX Level 2
School of Visual Concepts — Jun 2015
Wireframing, design development, user research, paper prototypes, Axure. Designed Amish ATM for final project.

Masters in Landscape Architecture
Rhode Island School of Design — May 2013
Design development, team coordination, site and material research, systems thinking, Adobe CS and AutoCAD. *Masters thesis:* Creating Wonder in Urban Environments.

Bachelor of Arts in Linguistics
Reed College — May 2009
Semiotics, syntax, anthropology, number theory, computer science. Commendation for Excellence 05-06, 06-07, 08-09. *Thesis:* On the Hive Mind: Explorations in Social Semiotics.

Product Design
Nuova Accademia di Belle Arti Milano — Jun–Jul 2008
Design development.

Semester Abroad
College Year in Athens — Feb–May 2008
Ancient Greek language, art, and archaeology, Byzantine art and architecture, natural environment of Greece. Designed website for environment class.