

Sarah J. Gould

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

Sarah is a multi-disciplinary designer and developer with a focus on functional, friendly UX. Sarah has excellent communication and collaboration skills, and unique background that blends art, architecture, language, and games.

SKILLS

- UI & UX design
- Front-end development
- Game design
- Tools/workflow design
- Wireframing
- Prototyping
- JavaScript, React, C#, Lua
- HTML5, CSS3
- Adobe Photoshop, Illustrator, XD
- Visual Studio
- Git, GitHub
- Microsoft Word, Excel, PowerPoint

EXPERIENCE

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

- Built screens and wrote specs for a variety of front-end and multiplayer experiences in Halo Infinite.
- Coordinated with team leads, devs, and gameplay designers, and led design reviews.

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

- Built a reactive front-end framework for an end-user programming tool for making mobile apps.
- Collaborated on prototypes and designed UI for a natural language app creation tool.
- Designed and implemented new featureswrote, from front-end code to RESTful server-side APIs.
- Redesigned website, coordinating with stakeholders across teams.

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

- Designed planting plan for a King County public housing project.
- Did preliminary design and code and materials research for a playground renovation in Seattle.
- Drafted plans, construction details, and other technical documents.
- Participated in site visits, project planning meetings, and client presentations.

Assistant Project Manager | KPLA (Seattle, WA) | Jun 2013 – Aug 2015

- Led late-stage design for street level landscaping and rooftop garden at a downtown apartment building.
- Drafted technical documents and researched code requirements, coordinating with clients and contractors.
- Illustrated site plans and put together other material to communicate designs to clients.

EDUCATION

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

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

- Masters 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

SELECTED PERSONAL PROJECTS

Palettsy | Tool for generating color palettes with a genetic algorithm (2018) | sarahgould.itch.io/palettsy

Xyzygy | Game of exploring an infinite universe and befriending aliens (2018) | sarahgould.itch.io/xyzygy

Noah the Narwhal | Illustrated a children's book (2017) | dancingmantispress.com

Smol Home | Designed my own 500-square-foot house (2016) | zenzoa.com/spaces.html#smolhome