

# Sarah Outhwaite

## INTERACTION DESIGNER

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### PROFESSIONAL WORK ▾

#### **Intentional Futures** 2018 - present Senior Interaction Designer

- ▲ Lead designer for clients including The Bill & Melinda Gates Foundation and Viacom
- ▲ Product designs including data dashboards, responsive UI systems, and development specs
- ▲ Additional work including stakeholder workshops and presentations on emergent technology
- ▲ Design team leadership in areas of prototyping, tool innovation, and developer handoff

#### **National WWI Centennial** 2017 Lead Media Designer

- ▲ Built 90 minutes of continuous projected media for national ceremony
- ▲ Directed design team, managed production and cueing of 100+ discrete video deliverables

#### **Guggenheim Museum** 2014 - 2017 Digital Media Manager

- ▲ Managed design, QA, and production for mobile app
- ▲ Iterated ongoing user testing practices with Museum visitors
- ▲ Ran mobile analytics and communicated insights to internal teams
- ▲ Installed and coordinated app location data from 100+ iBeacons throughout the building
- ▲ Designed Webby-nominated "Near Me" feature and event notifications feature

#### **The Juilliard School** 2013 - 2018 Immersive Media Designer

- ▲ Media design and artistic consultation for multimedia productions
- ▲ Environmental video design for multi-screen, 3D-mapped, and moving surfaces
- ▲ Integrations with data processing, motion capture, and live performance
- ▲ Taught workshops on the performance-technology collaboration process
- ▲ Work toured nationally and was critically praised by the New York Times

#### **Rodgers & Hammerstein** 2010 - 2014 Digital Content Coordinator

- ▲ Strategized content for social media streams with over eight million fans worldwide
- ▲ Projects included Broadway's Cinderella and NBC's The Sound of Music Live

### OTHER PROJECTS ▾

#### **Common Cause Collective** 2019 - present Games for Change Co-Chair

- ▲ Founded new track of Seattle-based design collective, focused on games for social change
- ▲ Produced and hosted invited salon events, building the "Gamechangers Guild" network

#### **MHCI+D Masters Capstone** 2018 UX and Prototyping lead

- ▲ Six-month project with The Seattle Times, evolving from problem setting into a full dev spec
- ▲ Investigated product opportunities around how young Seattle values and interacts with news
- ▲ Designed "N'pact", a mobile app for personally impactful local news curation

### DESIGN ▾

Product strategy  
Complex information systems  
Communication features  
Mobile + responsive UI  
Data visualizations  
Micro-interactions  
Animations  
Immersive media  
Dynamic design systems

### RESEARCH + TESTING ▾

Formative research  
Interviews and fieldwork  
Experience + usability testing  
Quantitative analytics  
Qualitative coding  
Writing and reporting

### OTHER SKILLS ▾

Coding (Java, C#, HTML / CSS)  
Public speaking  
Event production  
French + German  
Game playtesting

### TOOLS ▾

Figma  
Adobe Creative Suite  
Principle  
Haiku Animator  
Unity

### EDUCATION ▾

**University of Washington**  
Master of HCI + Design  
2017 - 2018

**New York University**  
ITP Innovation Lab  
2015

**Princeton University**  
A.B. Comparative Literature  
2005 - 2009