

Sarah D. Espinoza

UI/UX Designer

CONTACT

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SKILLS

PROFESSIONAL

 UX Design

 UI Design

 Interaction Design

 Wireframing

 Useability Testing

 Graphic Design

 Visual Communication

 Project Management

 Leadership

TECHNICAL

 Interactive Prototyping

 Wireframing

 Adobe Creative-Suite

 Microsoft Office/ Excel

 Figma/ Sketch/ Invision

 HTML

 C#, C++, Unity

AWARDS

Jeff Award for Sound Design

The Arsonists at Strawdog Theatre

Winner - 2015

ALTA Sound Design Award

The Displaced at Haven Chicago

Winnner - 2012

WORK EXPERIENCE

UI/UX Designer

Freelance / 03/20 - Present

- Built and delivered consistent high-quality design artefacts including wireframes, concept sketches, presentations, and documentation for artist websites and theatre companies
- Built polished interactive prototypes and mock-ups of a walking tour app then assessed for usability at Northwestern University
- Refocused designs based on research and interviews to prioritize user-centric designs
- Designed websites for theatres\artists including Wildclaw Theatre, The Factory Theatre, The Big Delicious, Hero Sound and K. Vulelich
- Created wireframes for mobile and web apps with a large variety of screen layouts
- Made interactive prototyping skills click-able prototypes with advanced interactivity) for games, apps, and websites.
- Participated in peer reviews/ critiques to influence the direction of the design deliverables at the House Theatre.

Production Designer

Freelance / 02/14 - Present

- Redesigned marketing ideas and customized audio-branding for The House Theatre
- Negotiated budgets and supplied specifications for competitive bids for equipment
- Collaborated with other designers, directors, and producers to bring a cohesive design on over 300 productions with over 50 different theatre companies across the country
- Created interactive sound designs and experiences in collaboration with other artists
- Designed and planned the integration of equipment and programming for interactive escape rooms for The House Theatre and Cards Against Humanity
- Provided all designs for pre-recorded music, sound effects, and of "live" sound elements
- Provided technical drawings and specifications as required for the production.
- Coordinated the installation of necessary equipment and streamlined the process to be repeatable for Cards Against Humanity, The Archst Center Miami, and more.
- Revitalized designs for advertisements to expand reach and meet business requirements

Adjunct Lecturer

Northwestern University / 10/19 - 05/20

- Met with the academic department chair to develop courseware and curriculum
- Taught classes on analog gear including mixing consoles, microphones, interfaces, signal flow and gain, post production, DAW best practices, audio theory; computer-based audio processing (recording, editing, mixing, and content exporting)
- Presents prepared materials and supervises organized activities
- Evaluates student performance promptly and accurately based on departmental rubrics

EDUCATION

Certification in UX/UI Design

University of Denver

02/21

M.A. Sound Arts and Industries

Northwestern University

08/19

B.A. Theatrical Design

Loyola University Chicago

05/15