

# SARA STALLA

interaction design | rapid prototyping | content strategy

## experience

### Tiles Madeira Hotel

UX Lead

FUNCHAL, PORTUGAL / JAN - DEC 2017

Performed extensive research on travelers over the course of eight months, from surveys and ethnographic observation to remote and in-person interviews. Refined a final concept after rapid iterations with a series of paper prototypes, InVision mock-ups, and high-fidelity Framer renderings.

### NASA JPL + Caltech + ArtCenter

UX Design Intern

PASADENA, CA / JUN - AUG 2017

Worked with three teams to design data visualization tools for Mars rover telemetry prediction, cybersecurity anomaly detection, and 3D stem cell image segmentation. Engaged in contextual inquiry, studied analogous domains, and performed regular user testing to inform the development of functional, polished prototypes.

### Facebook via ProUnlimited + BCForward

Senior Content Analyst

MENLO PARK, CA + NEW YORK, NY / MAY 2014 - AUG 2016

Served as deputy team lead, helping to manage a team of local and remote curators for nascent product development projects and consistent quality review.

## projects

### The CMU Simon Initiative | "Echo"

UX Designer

PITTSBURGH, PA / NOV - DEC 2016

Researched, storyboarded, designed, and tested an automated feedback service with multiple stakeholders.

### ArchHacks '16 | "Amviewlate"

UX Researcher + Designer

ST. LOUIS, MO / OCT 2016

Researched and designed an AR experience to enhance mobility in people with Parkinson's disease with two teammates over the course of two days.

### CMU ArticuLab | "SARA"

UX Researcher + Content Strategist

PITTSBURGH, PA / OCT - DEC 2016

Crafted conversations for the "Socially Aware Robot Assistant" (SARA) in preparation for the White House Frontiers Conference and WEF '17.

## education

### Carnegie Mellon University

Master of Human-Computer Interaction

PITTSBURGH, PA / DEC 2017

### Yale University

B.A. American Studies, film concentration

NEW HAVEN, CT / MAY 2013

## skills

### RESEARCH METHODS

Contextual inquiry, remote + in-person interviews, surveys, ethnographic observation, affinity diagrams, value flow models, personas, diary studies

### DESIGN METHODS

Scenarios, storyboards, concept maps, story maps, customer journey maps, service blueprints, sequence flow diagrams, participatory design workshops, sketches, wireframes, high fidelity mock-ups, branding + identity

### USER TESTING

Paper and digital prototypes, parallel prototypes, thinkalouds, heuristic evaluation, card sorting, speed dating

### CREATIVE SOFTWARE + WEB APPS

Sketch, Adobe PhotoShop + InDesign, Framer Studio, InVision, Mural, Balsamiq, Figma, Final Cut Pro

### WEB DEVELOPMENT (FAMILIAR)

HTML, CSS, JavaScript

Original site design + development: [www.sarastalla.com](http://www.sarastalla.com)

### LANGUAGES

Spanish (avanzada), French (je parle un peu)

## design work recognition

### ACM CHI '18 PAPER ACCEPTANCE

"Towards Design Principles for Visual Analytics in Operations Contexts"

MONTRÉAL, CANADA / APR 2018

### DEVPOST STAFF PICK

"Amviewlate", presented at ArchHacks '16

ST. LOUIS, MO / OCT 2016