

Sarah Kim

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Summary

Interdisciplinary designer and NYU graduate focused on the intersection of Art History, Digital Media, and Cultural Theory. Experienced in exhibition coordination, technical installation, and public engagement for contemporary and new media art.

Education

New York University

Sep 2021 to May 2025

B.S. in Integrated Design and Media

Tandon School of Engineering

2023 to 2025

Multimedia design and Information Age theory; focus on human-centered design, creative storytelling, and digital narrative-interactivity.

Minor in Media, Culture, and Communication

Steinhardt School of Culture and Education

2023 to 2025

Analysis of media systems, political structures, globalization, and the production of cultural knowledge.

Liberal Studies Core Curriculum

College of Arts and Science

2021 to 2023

Exploration of global arts through spatial frameworks, tracing the movement of ideas and material culture.

NYU Florence

Study Abroad

2021 to 2022

Intensive focus on Renaissance Art, Architecture, and Political Philosophy; specialized in rhetorical analysis of historical contexts.

Skills

Gallery Operations

Installation and De-installation of Exhibits
Spatial Audio Configuration
Equipment and Inventory Management

Digital Media Production

Graphic Design (Adobe Creative Suite)
Web Development (HTML/CSS/JS)
Photography/ Video Production (Adobe Creative Suite)

Communication Skills

Expository and Rhetorical Writing
Art and Cultural Analysis
Public Speaking and Presentation
Cross-cultural Fluency and Teamwork

Professional Experience

Founder & Director

Seventh Sense

Dec 2025 to Present

Leading a digital research studio examining the intersection of human cognition, design interfaces, and digital infrastructure.

Exhibition Production Assistant

Harvestworks NYC

Apr 2025 to Jun 2025

Configured multidisciplinary exhibitions integrating sound, lights, projection, and live performance.

Interactive Installation Designer

NYU Senior Thesis: Ouroboros

Jan 2025 to May 2025

Designed a multi-sensory installation using projection mapping, sound, and human-centered design to explore immersive somatic participant experiences.

Performing Artist

Self Direction

2015 to 2025

Classically trained cellist; experience in orchestral performance and AV-integrated stage design.