

Sarah Kim

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Summary

NYU design graduate and creative technologist bridging media theory with immersive digital production. Experienced in technical installation at Harvestworks and gallery operations at Qualia, my work spans creative storytelling, sound design, and live AV to deepen community bonds and restore a sense of collective wonder.

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

Systems & Signals

Max/MSP, Ableton Live, TouchDesigner, P5.js, Processing, Live AV Performance, Interactive Systems.

Material & Matter

Physical Sculpture, Mixed Media, Technical Rigging, Spatial Audio, Circuit Design, Soldering, Gallery Installation.

Digital Tools

Adobe Creative Suite, DaVinci Resolve, HTML/CSS/JS, Cursor, GitHub, Figma, Canva, Generative Art.

Engagement & Theory

Media Theory, Tech Philosophy, Visitor Relations, Deep Listening, Community Growth.

Professional Experience

Gallery Associate (Internship)

Qualia Contemporary Art

Jan 2026 to Present, Palo Alto, CA

Managing social media, exhibition documentation, and public outreach with a focus on fostering real-world connections and making high art feel accessible.

Exhibition Production Assistant (Internship)

Harvestworks Digital Media Art Center

Apr 2025 to Jun 2025, New York City, NY

Managed physical setup of immersive shows involving multi-channel sound, synchronized projection, and live AV performances.

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 to explore the entanglement of sound and light.