Sarah Seiyeun Kim

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PROFILE

Designer and maker with a B.S. in Integrated Design & Media from NYU and hands-on experience developing public programs, interactive installations and sound instruments. I work through inquiry and iteration: build an early prototype, watch how people use it, gather feedback and refine. Experienced collaborating with artists, technicians and gallery leadership, from concept and fabrication through installation, documentation and public presentation.

EXPERIENCE

Communications & Growth Development Specialist — Qualia Contemporary Art, Palo Alto, CA — Jan 2026 – Present

- Develop and run public programs from concept to documentation, including a ticketed music meditation performance series refined event by event based on audience response.
- Coordinated a collaborative panel with UC Berkeley for 50+ attendees, managing partners, logistics and promotion.
- Support daily gallery operations: exhibition installation and upkeep, equipment maintenance and materials.
- Write exhibition copy for web, newsletter and social (e.g. *Me, Nature, As One*), translating artists' ideas into clear language for a general audience.
- Design the gallery's website and visual system, presenting iterative directions to the director and revising through rounds of feedback; produce photography and accessible video of exhibitions and events.

Curator & Event Designer — Experimental Arts & Acoustic Programming, Palo Alto, CA — June 2026 – Present

- Research local audiences to concept, brand and launch an ongoing community event series on experimental and acoustic art; design all branding, signage and informational materials.

Multimedia Production Assistant — Harvestworks Digital Media Arts Center, New York, NY — Apr – June 2025

- Worked alongside artists and technicians on set design, technical setup, audio capture and video documentation for interactive installations and live performances, under tight production timelines.
- Documented system configurations and media assets so installations could be maintained and rebuilt.

SELECTED PROJECTS

Ouroboros — Immersive sound and projection installation · Senior Thesis, NYU IDM — Spring 2025

- Led concept, design and build of a 20-ft crawl-through tunnel with two projectors mapped front and back and a Max/MSP soundscape on wireless headphones; exhibited publicly at the senior thesis showcase.
- Surveyed people on the sounds they associate with emotional states, then used the results to shape the sound design.
- Tested with visitors and iterated: slow, low-frequency passages led people to lie down, faster tempos moved them through. Adjusted sound, color transitions and timing in response, within a fixed budget and deadline.

Resonant Plate — Interactive feedback instrument · Analog Sound Studio, NYU IDM — Fall 2024

- Built a playable instrument from an electronic stethoscope mic, a wired amplifier circuit and a 25 W transducer that turns a 1-ft metal plate into a resonating speaker; prototyped on breadboard, soldered to perfboard.
- Observed players learn the instrument without instructions, shifting to light scrapes and taps once they heard the feedback.

Helicoid Tree — Functional sculpture · Ideation & Prototyping, NYU IDM — Spring 2023

- Researched Gaudí's helicoidal structures and translated them into a twisted wire armature, hand-sculpted in clay into a functional jewelry holder.

EDUCATION

New York University — B.S., Integrated Design & Media; Minor in Media, Culture & Communication — 2021 – 2025

Coursework: Immersive Media Systems, Analog Sound Studio, Ideation & Prototyping, User Research & Usability Testing, Sound & Graphic Design, Cinematography. Study abroad in Florence and Seoul. Ceramics, Palo Alto Art Center (2026 – Present).

SKILLS

Fabrication & electronics — laser cutting; wood shop machinery; basic wood, metal and plastic fabrication; prototypes and mockups; hand sketching; soldering and amplifier circuits; learning CAD drafting.
Media & hardware — projection mapping, spatial sound and acoustics, AV setup, cinematography and DSLR photo/video.
Tools — Max/MSP, Ableton Live, Logic Pro; Adobe Premiere Pro, Photoshop, InDesign, Figma; Python, HTML/CSS, JavaScript.
Process — inquiry-based learning, iterative prototyping, user research and visitor observation, documentation, time and budget scoping, cross-disciplinary collaboration.