

Sara Blumenstein

blumenstein@maya.com

Experience

Designer, MAYA Design

Applied human-centered design principles to help organizations make future-focused decisions and make the right things. Led client engagements, conducted field research, facilitated ideation sessions, and created artifacts to make strategies tangible and actionable for clients.

2014–present

Designer and Project Manager, cityLAB

Designed and executed innovative small-scale economic development projects for a Pittsburgh non-profit. Responsible for projects throughout their life cycle, including fundraising, visual design, communications, managing community relations, and tracking and reporting project outcomes to funders.

2011–2014

Co-Founder, the Pittsburgh Canning Exchange

Co-created a social enterprise dedicated to food preservation.

2012–present

George G. Booth Traveling Fellow in Architecture

Documented how mosques were remodeled into churches in post-Reconquista in Spain and Portugal for the fellowship project “Al-Andalus and After.”

2010–2011

Designer, Pablo Garcia/POiNT

Researched Renaissance-era drawing machines and assisted with the design of modern-day counterparts for assistant professor in Carnegie Mellon’s School of Architecture.

2009–2010

Invited Critic, Carnegie Mellon University and the University of Michigan

Provided feedback to architecture students on interim and final project reviews in design studios.

2007–2012

Researcher, the University of Michigan

Documented an urban village in Beijing in support of a German exhibition of Ai Wei Wei’s architectural work.

2007

Education

Master of Architecture with distinction, 2009

University of Michigan Taubman College of Architecture and Urban Planning
Ann Arbor, Michigan

A.B. in English Literature with honors, 2006

The University of Chicago
Chicago, IL

Academic study abroad in literature and archaeology, 2004-2005

The University of Bologna
Bologna, Italy

Exhibitions

Caochangdi Urban Village Quilt

Designed and fabricated a textile exhibited at Architecture Biennale Beijing 2009, Shenzhen University, the University of Michigan, and at Berlin's Galerie Aedes Land in an exhibition of Ai Wei Wei's architectural work. 2007–2009

Skills

Graphic Design: Adobe Photoshop, Illustrator, InDesign; documentary photography.

Web: HTML and CSS, Google Maps API and Google Fusion Tables.

Architectural: Google Sketch-Up, AutoCAD, Rhino; sewing and model-building; concrete and plaster casting, MIG welding, and CAD-CAM fabrication.

Languages: Proficient written and spoken Italian, reading knowledge of Spanish and Catalan.