

Sara Blumenstein

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Experience

Adjunct Instructor, Human-Computer Interaction Institute, Carnegie Mellon University

Taught UX design to undergraduate and graduate students in studio courses within the Human-Computer Interaction Institute. Gave lectures, guidance, and feedback in support of student projects exploring technologies including mobile app design, IoT devices, and conversational user interfaces.

2019–present

Independent Design Strategist

Brought human-centered design practices to a range of research, community engagement, and strategy projects for clients including Nationwide Insurance, Allegheny County, the City of Pittsburgh's Urban Redevelopment Authority and Department of Mobility and Infrastructure, LUMA Institute, a national co-working brand, and a real estate crowdfunding start-up.

2017–present

Expert Advisor, BCG Platinion North America (a company of the Boston Consulting Group)

Contributed UX research and design to a global experience design effort for a large software company.

2019-2020

Design Strategist, Fourth Economy Consulting

Led qualitative research and facilitation efforts and managed projects for the economic and community development consultancy to make stakeholders' worldviews tangible and actionable in strategy projects for public and non-profit sector clients.

2016–2017

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 user experience and environmental design strategies tangible and actionable for clients.

2014–2016

Designer and Project Manager, cityLAB

Designed and executed innovative small-scale economic development and tactical urbanism 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.

2012–2017

George G. Booth Traveling Fellow in Architecture

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

2010–2011

Designer, Pablo Garcia/POiNT

Design research for professor in Carnegie Mellon's School of Architecture.

2009–2010

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

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

Speaking Engagements

MC2 Conference, Chicago, IL, April 2015. Presented on the NIST-funded MTConnect Strategic Roadmap.

Urban Innovation Exchange, Detroit, MI, September 2014. Gave two presentations, one on "The Art of Place," about cityLAB's tactical urbanism projects, and the other on "The Future of Food."

Publications

MTConnect Strategic Roadmap, 2014. Technical lead and primary author of government-funded strategic roadmap for the manufacturing communication standard, representing a team comprising stakeholders across the public, private, and non-profit sectors.

MAYA Project Management Handbook, 2016. Researched and co-wrote a manual to establish and operationalize best practices for project management for the organization.

Skills

Web: HTML and CSS/SASS, Wordpress and Kirby CMS, email marketing, web survey tools (SurveyMonkey, Wufoo, and Typeform), Google Maps API and MapBox, Tableau and Google Fusion Tables.

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

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

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