# SARAH PAULL

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## EDUCATION

**Master of Arts in Design at San Francisco State University**                              **2025**
**Google UX Design Professional Certificate**                                                        **2022**
**Bachelor of Arts in Theater Arts at University of California, Santa Cruz**          **2017**

### SKILLS :

User Experience (UX) Design, Game Design, Illustration, Narrative Design, Wireframes, Iteration, Prototyping, Defining Pain Points, User Journey Maps, Usability Testing, Product Design, User Flows, User Interface (UI) Design, 3-D Modeling, Writing, Storytelling, Problem Solving, Design Development and Implementation.

### TOOLS

Unity, Blender, Figma, Adobe XD, Microsoft Office, Adobe Creative Suite, Procreate.

## PROFESSIONAL EXPERIENCE

**Dog Groomer** / Luxe Paw / 2025 - Present
- Quickly and competently produce a high volume of custom 3-D Artwork to client specification safely and humanely on a living canvas using industry standard tools.

**Scientific Illustration Intern**/ San Francisco State University / Summer 2025
- Joined Doctor Sarah Cohen and her students in field research and lab work to better understand research on the Leptasterias Sea Star.
- Produced various illustration assets as part of an illustrated abstract to help communicate Leptasterias research.

**Lead Game Designer and Creative Director**/ K(H)elp / 2024-2025
- Designed and produced an educational open world video game called K(H)elp, which uses a dramatic narrative format to educate players about sea star wasting disease and Kelp forrest deforestation.
- Completed necessary thematic and scientific research pertaining to the game narrative, illustrated art assets, wrote dialog, led play tests, performed bug fixes, and developed the game in unity.

**UX Architect, Illustrator**/ Communicative Justice Initiative / Summer 2024
- Redesigned information architecture to add clarity, legibility, and navigability to the CJI website.
- Illustrated imagery representative of various lesson plans and games.

**Bather - Groomer** / Green Paws / 2023 -2025
- Efficiently completed prep work and full grooms in a high volume salon.

**Designer**/ Venturesome Styles / 2020-2023
- Designed, researched, tested, and created high-quality costumes and lingerie products.
- Empathized with a diverse body of clients to create and implement custom design solutions utilizing user-centered design, equity-focused design, and accessible design.
- Guided clients through the full purchase process from creating design sketches per customer request, taking measurements, giving estimates, answering design questions, and creating and shipping outfits.

**Grooming Assistant** / Royal Paw Spa / 2017-2020
- Created a safe environment for special needs clients and completed high quality luxury care.

**Design Assistant** / UCSC Theater Department / 2016-2017
- Performed design research, ideation, and hands on work to support the lead designers creative vision.