Sarah Sterman

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Education

University of California, Berkeley
PhD student in Electrical Engineering and Computer Science (2016-present)

Relevant Coursework:

Interactive Device Design	Computational Geometry
Making Sense of Cultural Data	Designing Technology to Counter Violent Extremism

Stanford University
MS Computer Science, Human-Computer Interaction (2016)
BS Engineering: Product Design (2014)
Tau Beta Pi Engineering Honor Society Member

Relevant Coursework:

Research Topics in HCI	Design Implementation, Needfinding
HCI Design Studio	Manufacturing and Design
Web Applications	Human Values in Design

Publications

[5] Sterman, S., Huang, E., Liu., V, and Paulos, E. 2020. Interacting with Literary Style through Computational Tools. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20). ACM, New York, NY, USA.
(Upcoming)

[4] Torres, C., **Sterman, S.**, Nicholas, M., Lin, R., Pai, E., and Paulos, E. 2018. Guardians of Practice: A Contextual Inquiry of Failure-Mitigation Strategies within Creative Practices. In Proceedings of the 2018 Designing Interactive Systems Conference (DIS '18). ACM, New York, NY, USA, 1259-1267.
DOI: https://doi.org/10.1145/3196709.3196795

[3] Tian, R., **Sterman, S.**, Chiou, E., Warner, J., and Paulos, E. 2018. MatchSticks: Woodworking through Improvisational Digital Fabrication. In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18). ACM, New York, NY, USA.
DOI: *https://doi.org/10.1145/3173574.3173723*
Best paper honorable mention

[2] Dierk, C., **Sterman, S.**, Nicholas, M., and Paulos, E. 2018. HäirIÖ: Human Hair as Interactive Material. In Proceedings of the 12th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '18). ACM, New York, NY, USA, 148-157.
DOI: https://doi.org/10.1145/3173225.3173232

[1] Kim, J., **Sterman, S.**, Cohen, A., and Bernstein, M. 2017. Mechanical Novel: Crowdsourcing Complex Work through Reflection and Revision. In Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '17). ACM, New York, NY, USA, 233-245.
DOI:https://doi.org/10.1145/2998181.2998196

Workshops Led

Stanfill, M., Li, J., Stenger, J., **Sterman, S**. (2017). Digital Humanities Methods and Fan Studies. HASTAC '17.

Workshops Participated

Nicholas, M., **Sterman, S.** "Between Technology and Nature: Blurring Boundaries in Outdoor HCI." Position paper presented at the ACM CHI Conference on Human Factors in Computing Systems workshop *HCI Outdoors: Understanding Human-Computer Interaction in the Outdoors.* CHI '18.

Teaching

Lecturer for CS160: User Interface Design and Development (Berkeley)	Jun – Aug 2019
Graduate Student Instructor for NWMEDIA 203: Critical Making (Berkeley)	Jan – May 2019
Graduate Student Instructor for CS61B: Data Structures (Berkeley)	Jan – May 2018
Teaching Assistant for CS101: Introduction to Computing Principles (Stanford)	Mar – Jun 2016
Teaching Assistant for CS247: Human-Computer Interaction Design Studio (Stanford)	Jan – Mar 2016
Head Teaching Assistant for CS105: Introduction to Computers (Stanford)	Jan – Mar 2015
Teaching Assistant for CS122: Artificial Intelligence – Philosophy, Ethics, and Impact (Stanford)	Sep – Dec 2014
Teaching Assistant for CS142: Web Applications (Stanford)	Mar – Jun 2014
Teaching Assistant for CS181: Computers, Ethics, and Public Policy (Stanford)	Jan – Mar 2014
Teaching Assistant for CS181: Computers, Ethics, and Public Policy (Stanford)	Sep – Dec 2013
Teaching Assistant for CS103: Mathematical Foundations of Computing (Stanford)	Jun – Aug 2013
Section Leader for CS106A: Programming Methodology (Stanford)	Mar – Jun 2012
Section Instructor for CS2C: Introduction to Multimedia Production (Stanford)	Jan – Mar 2012
Section Instructor for CS1C: Introduction to Computing (Stanford)	Sep – Dec 2011

Awards and Grants:

Figure Eight's AI for Everyone Challenge	2017
$25,000 grant for crowdsourcing human judgments of literary style.	
Berkeley Chancellor's Fellowship	2016-2018
Berkeley EECS Excellence Award	2016
NSF GRFP Honorable Mention	2016

Technical Skills:

Programming

Python, C++, Javascript, HTML, CSS, Ruby on Rails.

Design and Fabrication

Autodesk Fusion 360; EAGLE; Adobe Illustrator, Photoshop, Fireworks; SolidWorks.
Machine tools (mill, lathe, etc.), sand casting, welding, brazing, rapid prototyping, laser cutting, 3D printing.

Experience:

Appalachian Trail Thru-hiker — Mar - Sep 2015

Hiked 2189 miles from Georgia to Maine through the Appalachian Mountains.

Research Assistant, *Mechanical Novel* — Sep 2014 - May 2016

Worked on the design and development of a crowdsourced, collaborative fiction writing platform for large groups of non-experts. With Michael Bernstein and Joy Kim.

Software Engineering Intern, Good Eggs — Jun - Sep 2014

Worked as a full member of an Agile engineering team on full stack development of production website and client tools. CoffeeScript, Node.js, Backbone, Angular.

Author, *The Code Witch* Jan 2013 - present

Wrote and published children's novel about computer science. Raised over $8,000 with 375 backers on Kickstarter in one month, over 8x the goal. Launched book via talk at Girls In Tech in Minneapolis, MN.

Software Engineering Intern, Root-1 Jun - Sep 2012

Designed and built adaptive flashcard app for K-12 education startup, creating testing platform to optimize memorization patterns. Designed wireframes for product website.

Resident Computer Consultant, Stanford Sep 2011 - Jun 2012

Sole local network administrator for 60+ residents and staff; hardware and software support. Taught *Introduction to Computing at Stanford* and *Multimedia Production.*