Sophie Lindheimer

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EXPERIENCE

Sitara Systems   January 2023 – Present
Senior UX Designer & Creative Technologist   Remote

- Lead end-to-end UX design and interactive prototyping for museum and cultural installations, spanning concept development, Unreal Engine development, hardware integration, and on-site deployment.
- Promoted internally to Senior position in July, 205 after 2 years of demonstrated performance and team leadership.
- **National Museum of Mathematics (2025–2026)**
  - Directed UX design for 4 large-scale interactive exhibits, including a 15-ft racing installation and an LED geodesic sphere, coordinating across stakeholders and educators to align learning goals with user experience.
  - Built Unreal Engine 5 prototypes to validate interaction logic, pacing, and spatial calibration before fabrication.
  - Led software integration and hardware testing during on-site installation.
- **Anicka Yi x New Museum (2025–2026)**
  - Designed the operator interface for an autonomous, camera-tracked dirigible drone system, enabling reliable real-time control for gallery staff.
  - Built a digital twin pipeline for real-time simulation and rapid design iteration, reducing physical prototyping cycles.
  - Facilitated on-site flight testing with Optitrack depth cameras, validating tracking accuracy and system responsiveness.
- **Yale Peabody Museum (2023–2025)**
  - Led UX design for 15+ interactive kiosks across 9 galleries as part of a full-museum renovation, serving as the primary design voice across the exhibit system.
  - Established scalable information architecture and reusable interaction patterns to support consistent, long-term deployment across a multi-year project.
  - Translated curator-led research into structured narrative flows, balancing scholarly depth with broad public accessibility.
  - Designed system-wide style guides and documentation to support continuity and handoff across the project lifecycle.

Freelance   January 2021 – December 2022
Cross-disciplinary Design & Production   New York, NY

- **UX Design**
  - Audited and refactored a design system for Cluster (ByHeart), adapting component patterns for UGC and responsive layouts on a mobile-first platform for new and expecting mothers.
  - Developed interaction concepts, storyboards, and 3D photogrammetry scans for In The Future, an AR activation over a large-scale public mural for Smithsonian APAC.
  - Designed wireframes, prototypes, and mockups for a family-owned agricultural equipment business to improve product discoverability on their e-commerce site.
- **Production & Fabrication**
  - Contributed to research and fabrication for *Rewilded Topographies* (2022) in collaboration with artist Wiena Lin, constructing miniature wire sculptures with integrated electronics
  - Provided production support for artists and designers across fabrication, installation, event production, 3D modeling, CAD drawing and more.

EDUCATION

University of British Columbia   May 2020
Bachelor of Environmental Design, Honors   Vancouver, BC

General Assembly   December 2020
UX Design Immersive Bootcamp   Seattle, WA

RESEARCH, SKILLS & INTERESTS

Research: Investigating the Climate Perception Gap through Interactive Design *(Association for Science and Technology Communication)*
Technologies: Figma, Adobe Creative Suite, Unreal Engine, 3D Modeling (Rhino, SketchUp, Blender), HTML/CSS, Git, Jira
Skills: Design Process, Rapid Prototyping, Systems Thinking, User Research, Hardware Integration
Interests: Architecture, Digital Fabrication, Generative Audio, Video Games, Tinkering, Baking, Tennis