

SAM JEIBMANN

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503.577.5056

SKILLS

Physical Computing

- Experience with microcontrollers
- Soldering and circuit board design
- Mechanical design

AV Integration

- Hardware specification
- Wiring diagrams
- Installation

Prototyping

- Material studies
- Electronic development
- Scale models

Drafting

- CAD/CAM Experience
- Rhino, SketchUp, AutoCAD
- EagleCad

Development

- Processing
- HTML
- C/C++ (embedded)

WORK

September 2011 - May 2012

Adjunct Faculty - "Kinematics as Design" and
"Computer Vision as Human interface"- A&AA,
University of Oregon, White Stag Campus
Portland, Or.

August 2011 - Present

Technologist - AV integration and Prototyping -
Second Story Interactive Studios
Portland, Or.

August 2010 - August 2011

Technology Coordinator - Second Story
Interactive Studios
Portland, Or.

December 2009 - August 2010

Contractor - Media Lab Coordinator - Second
Story Interactive Studios
Portland, Or.

October 2009 - December 2009

Intern - Liaison to the University of Oregon -
Second Story Interactive Studios
Portland, Or.

October 2008 - July 2010

Shop Assistant, University of Oregon Wood
Shop and Fabrication lab, White Stag Campus
Portland, Or.

EDUCATION

School of Architecture and Allied Arts,
University of Oregon
Bachelor of Fine Arts, Sculpture
Emphasis in experimental electronics and light
as an installation medium.

Portland Community College

Drafting Technologies
Emphasis in Mechanical engineering and
structures