

Contact

Brooklyn, NY  
hello@sampanter.info  
http://sampanter.info

Education

Cranbrook Academy of Art  
MFA in 2D design, 2017–2019  
Baylor University  
BFA Sculpture, 2009–2013

Experience

Senior Engineer  
Vorga Labs  
May 2019–Current  
Leading software architecture design  
and development

Designer and Developer  
Freelance  
Feb 2017–Current  
Designed and developed backend  
services, static sites and more.  
Clients: Universe (iOS app), Talent  
Sonar, ECSA

Lead Designer and Developer  
Unitive  
Feb 2014–Feb 2017  
Designed UX and UI. Developed  
front end and back end systems.

Studio Assistant  
Nonchalance  
Jan 2014–Apr 2014  
Construction of production  
environments. Soldering lighting  
and interactive components.

Studio Assistant  
Burn Box Studios  
Jan 2014–Apr 2014  
Updated and managed website  
wordpress conversion.

Gallery Intern  
SFMOMA  
Jan 2014–Mar 2014  
Stored and hung artwork, as well  
as tracked artwork database and  
maintained database accuracy.

Designer/Developer  
Minerva Consulting  
Aug 2012–Jan 2014  
Developed front-end and back-end  
of Wordpress websites.

Ceramic & Sculpture Studio Manager  
Baylor University  
Dec 2010–Dec 2013

Workshops

A School A Park 2018  
ABZ TEXT 2018  
A School A Park 2019  
Ventriloquist Summer School 2016

Associated Projects

soft.place  
Collaboration with Kendal Kulley  
and John Slye. Temporary  
publishing, architecture, commerce  
and restaurants.

DOT.BIZ  
Worked with Helen Ip and Alex  
Meiser on Eatquity and Spaghetti  
Dinner (temporary restaurants /  
installations)

Talks

Collapse, Growth, Compost  
@ A Portrait of the Post-Human at  
the Cranbrook Art Museum, 2018

Visual Tools

Illustrator, Photoshop, Blender,  
Figma, Sketch, Premiere, After  
Effects, Invision, Affinity Suite,  
Webflow

Dev Toolchains

Node.js, React, PostgreSQL, Next.  
js, Shopify, Wordpress, Netlify, Git,  
Express.js, Redis, Heroku, AWS,  
Stripe, HTML, CSS, SCSS