



Sarah Zwiier

>> sarahzwier.com

About:

A versatile, visitor-focused museum professional specializing in the design of exhibitions, environments, and interpretive signage. With 15 years of experience, Sarah understands the complexity involved in creating engaging museum spaces, from concepting and developing the idea to designing and fabricating the form. She's detail-oriented and organized and values working with folks who are collaborative, creative, and curious.

Skills:

Graphic design
Exhibit design
Information design
Space planning
Concept drawings
Client presentations
Furniture design
Case layouts
Floorplans
Elevations

Software:

SketchUp Pro
InDesign
Illustrator
Photoshop
Adobe XD
G-suite

Strengths:

Communicative
Organized
Detail-oriented
Adaptable
Creative
Problem-solver
Collaborative
Visitor advocate

Exhibition Designer | Science Museum of Minnesota

June 2018–January 2021

Lead the design direction efforts for new and existing museum exhibitions. Meet with clients and advisor groups to understand the project goals, target audience, exhibit content, and budget/time constraints. Determine the “look and feel” of the exhibit experience, including the use of space, visitor flow, pacing, furniture design, lighting effects, and content delivery. Work with a project team of managers, developers, fabricators, and other designers (including lighting, technical, and graphic designers.) Prepare assets such as digital 3D models, floor plans, elevations, and concept sketches for presentation and evaluation. Collaborate with fabricators and vendors to ensure creative goals are met throughout the building and installation process.

Senior Exhibition Graphic Designer | Science Museum of Minnesota

January 2011–June 2018

Lead the creation of 2D assets for exhibits, including environmental graphics, exhibit labels, illustrative elements, infographics, and digital assets. Collaborate with exhibit teams, offering creative ideas, time estimates, and design suggestions for exhibit experiences. Prepare and present—to project teams and clients—preliminary sketches, including detailed templates and style sheets, graphic layouts, and print and substrate specifications.

Graphic Designer | The Field Museum

May 2006–November 2010

Design and produce graphics for museum exhibitions and various museum departments. Projects include exhibition graphic styles, exhibition identities, infographics, catalogs, invitations, newsletters, brochures, maps, guides, signs, building banners, and other publications. Prep files for print, color-correct images.

B.A., Art: Graphic Design + Art History | Dordt University, Sioux Center, Iowa