

Savannah Voth

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Education

Stanford University (2022 - present) | **GPA:** 4.088 | **Honors:** Tau Beta Pi | **SAT:** 1600

MS: Computer Science (AI + HCI) expected June 2028

BS: Computer Science (CS + Product Design), minor in Creative Writing

Relevant Coursework: Computer Organization & Operating Systems, Data Structures, Design & Analysis of Algorithms, Full-Stack Web Programming, Human-Computer Interaction Foundations/Frontiers, Cross-Platform Mobile App Development, Design Thinking, Brand Design, Product Management

Skills: Python, C, C++, Javascript, TypeScript, React, React Native, HTML, CSS, SQL, R, AI/ML APIs, UI/UX design/research, Figma, Flutterflow, Photoshop, Illustrator, Blender, Final Cut Pro

Research & Work Experience

Product Design Intern, Creatics Enterprises Inc. (Summer 2026)

Designed the web and mobile UI for Storytelling Academy, Creatics' forthcoming educational and professional platform for filmmakers, working directly with the CEO and VP of Product. Helped finalize platform design decisions, completed comprehensive Figma prototypes covering 200+ distinct web/mobile screens, and provided detailed handoff documents to ensure a smooth transition to Engineering.

Research Intern, Interaction Design Lab, Stanford HCI Group (Summer 2025)

Created a workshop-based research approach to understand artist's perspectives on and use case requirements for genAI. Interviewed art faculty, reviewed literature, developed workshop materials, and ran pilot studies, validating the design for future research. Funded by Stanford's CURIS fellowship.

Programs Intern, Charity Navigator (Summer 2024)

Developed and piloted an approach for using Google Reviews to measure client feedback for Charity Navigator's universe of covered nonprofits. Wrote Python code leveraging Google Maps and Gemini APIs to link non-profits to reviewed places and to analyze reviews by reviewer type (client vs. other stakeholders) and sentiment, led cross-functional use case brainstorming session, and presented results. Funded by Stanford's CS+Social Good fellowship.

Research Assistant, Self-Designed Project, Stanford Bill Lane Center (Summer 2023)

Created art and poetry inspired by travels through the American West and self-published a book of resulting work, comprising 7 poems and 39 paintings/drawings. ([Rooted](#))

Projects

Verita: Designed and developed a mobile app and backend data infrastructure for tracking politicians' activities and follow-through on campaign promises. Conducted user research to define and evaluate key product features. Selected as a top 6 team project in CS Capstone class. (React Native, Python, Cursor, Supabase/SQL, Gemini API)

Ozzy: Developed a full-stack web app for logging personal carbon emissions and gamifying carbon emission reduction as a class team project. (HTML, CSS, Javascript, SQL, Photoshop)

PrayPal: Developed a full-stack prayer journal web app to track prayer requests and answered prayers as an independent class project. (HTML, CSS, Javascript, Supabase/SQL)

Voiced: Designed an app to facilitate client reviews of nonprofits to provide increased transparency for donors as an independent class project. (Figma, Illustrator)

Leadership & Other Activities

Stanford Winklings

Founded a writing circle for Christian creative writers at Stanford.

Stanford Breakfast Club

Cook and serve hot breakfasts to the unhoused at the Opportunity Center in Palo Alto.

Creative Writing and Art

Poetry published in: Vox Clara, Leland Quarterly, Eunoia Review, The Round, Quail Bell Magazine, The Purpled Nail, Kalopsia Literary Journal, Ink Literary Magazine, Elementia

Art published in: Oxford Review of Books, Verde Magazine, Teen Ink Magazine
