

# Joshua Noble

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## Work Experience

### **Principal Designer | Teague**

01/2015 - 09/2017 | Seattle

Design and prototyping via 3D printing, laser cutting, CAD modeling, C++, Python, Javascript, AVR programming, electronics, video, Post-it notes, among other techniques. Research into RF design, FPGAs, bicycle design, gesture detection, machine learning, video conferencing, wearable devices.

### **Adjunct Faculty | CIID**

2012-Present | Copenhagen Denmark

Teaching Interaction and Product Design in a post-graduate interaction design program.

### **Principal Design Technologist | frog**

01/2012 - 01/2015 | Seattle

Prototype and design using C++, C#, Python, Javascript, electronics, Keynote, video, Post-it notes, and any other means I found expedient and appropriate. To varying degrees: user research, interviewing, strategy, internal education, outreach, and requisitions.

### **Freelance Technologist**

2008- 2012 | Various

Working in C++, C#, ActionScript, Java, Javascript, Arduino, and custom electronics I built museum exhibitions, architectural installations, websites, internal applications, and mobile applications. Worked with Adobe, Verizon, Ikea, Kaiser Permanente, Wieden+Kennedy, and many others. Played the role of ideator, designer, systems designer, software engineer, business strategist, and foil.

### **Senior Software Engineer | Schematic**

2005-2008 | Boston

Writing ActionScript, Javascript, and Python, building games, websites, media players, interfaces for embedded devices, and servers. Also helped run user testing, client workshops, internal initiatives, and generally advocated for learning new weird things like functional programming and OpenGL.

### **Adjunct Faculty | SMFA Boston**

2005-2007 | Boston

Taught art school students Javascript, Processing, Arduino, Flash, the fundamentals of web design, web development, interaction design, and graphic design.

## Writing (Selected)

Arduino in Action, Manning 2013  
Programming Interactivity, O'Reilly 2010  
Flex 4 Cookbook, O'Reilly 2009  
Flex 3 Cookbook, O'Reilly 2008  
Actionscript Bible, Wiley: 2007

## Teaching (Selected)

Generative Design: CIID 2012-2013  
The Secret Life of Objects: CIID 2015  
Making With Code: SMFA 2006

## Workshopping (Selected)

Eyeo 2012 : openFrameworks  
Resonate 2015 : Everything Can Talk  
Resonate 2016 : Volt, Amp, Synth & Sound  
Inst-Int 2014 : Bluetooth

## Talks (Selected)

Resonate 2016  
Touchpoint 2016  
Gray Area Festival 2016  
Transmit Prague 2015  
FITC 2011  
FlashBelt 2010

## Other

openFrameworks contributor, Organizer ArtsTech Seattle, avid marathon runner, Spanish-language literature fan, museum goer, amateur art-critic, essayist, wine enthusiast, know quite a bit about soccer

## Education

Copenhagen Institute of Interaction Design  
Copenhagen, Denmark  
Interaction Design 2011

Goddard College  
Plainfield, Vermont  
Linguistics/Mathematics 2000