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# Joshua Noble

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I'm a designer and technologist with deep experience in interactive prototyping, co-creation with users, and in creating functional prototypes of software and physical prototypes.

## Selected CV

### **Copenhagen Institute of Interaction Design – Visiting Faculty - 2012-present**

I teach Interaction and Product Design in a post-graduate interaction design program including seminars on designing for Machine Learning systems and Artificial Intelligence, industry-partnered seminars with X (formerly GoogleX), and multiple seminars teaching programming and electronics for designers.

### **Teague Seattle - Principal Designer - 2014-2017**

At Teague I led projects in user research, UX design, interaction design, and workshop preparation and moderation, as well as community and educational outreach. I did product design and prototyping in 3d prints, electronics, code, as well as more traditional design methods like sketches and post-it notes.

Among clients and projects I worked on were user research and product planning for hardware and prototyping toolkits for electrical engineers; devices, applications, and interaction models for immersive video-conferencing; theater spatial design. I also conducted a three month long research project on transportation and urban planning in Eastern and Southern Africa.

### **frog Seattle – Principal Design Technologist - 2011-2014**

At frog I helped lead interaction and UX design projects for projects ranging from in-car user experience to concepts for sensor-enabled dressing-rooms to financial services platforms.

Among clients and projects I worked on were the design and prototyping for the launch of a financial service platform, with designs for branding, microsites explaining benefits, and tools for consumers outreach and education. I also led a project with a wealth management group to design tools for consumers to manage their wealth that including interactive goal setting, investment management, and financial calendaring and alerts that allowed users to automate and monitor account management. I worked as the technical lead on a 2-year long in-car UX project for an auto manufacturer.

## **SMFA Boston - Adjunct Faculty - 2005-2007**

I worked for two years as an adjunct faculty member teaching art school students Javascript, Processing, Arduino, Flash, the fundamentals of web design, web development, interaction design, and graphic design.

## **Freelance Technologist – 2007-2012**

I worked in C++, C#, ActionScript, Java, HTML/Javascript, Arduino, and custom electronics building museum exhibitions, architectural installations, websites, internal applications, and mobile applications. My clients included Adobe, Verizon, Ikea, Kaiser Permanente, Wieden+Kennedy, and many others. In various projects I played the role of ideator, designer, systems designer, software engineer, business strategist, and foil.

## **Schematic Boston - Software Engineer - 2004-2007**

At Schematic I was a Software Engineer 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.

## **Workshops and Talks**

Resonate 2016 : Volt, Amp, Synth & Sound  
Touchpoint 2016  
Gray Area Festival 2016  
Transmit Prague 2015  
Inst-Int 2014 : Bluetooth  
FITC 2011  
FlashBelt 2010

## **Articles and Books (Selected)**

The Future of Nairobi's Transport, Atlantic CityLab, July 2017  
Arduino In Action, Manning, 2013  
Programming Interactivity, O'Reilly, 2012  
"Daito Manabe: being real about being material", Creative Applications, May 2011  
Actionscript 3 Bible, Wiley, 2008

## **Education**

Copenhagen Institute of Interaction Design, Design, 2011  
Goddard College, Linguistics, 2000