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# Joshua Noble

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I'm an interaction designer and researcher with deep experience in user research, interaction design, interactive prototyping, co-creation with users, and in creating functional prototypes of software and physical prototypes.

## Selected CV

### Freelance Designer 2017-2022

I worked as a freelance designer and researcher, ideating, researching, doing user testing, and prototyping in a wide variety of mediums and formats. My clients included a company designing educational daycare spaces for children aged 5-11 years old, a manufacturer of surgical robots, a start-up developing software and sensors for predictive health, and a well-known search engine company. I helped identify opportunities, generate insights, create videos, stories, workshops, research plans, detailed interaction designs, physical products, and functional prototypes.

### IDEO.org Project Lead 2019-2020

At IDEO.org I lead project teams working in projects focusing on public health, financial inclusion, and sustainable development across the continent of Africa. I planned quantitative and qualitative research, prototyped services and products, planned workshops and convenings of subject matter experts, and helped manage and mentor the design team.

### 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, future-casting and story-telling as a user research and design practice, industry-partnered seminars with X (formerly Google X), 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, rapid prototyping of electronics, software and 3D form, 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. I utilized multiple programming languages, CAD Tools and Electronics Design Tools.

## **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, micro-sites 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. I utilized C/C++, Python, JavaScript, Java, Ruby, and C# to create software prototypes.

## **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. Prepared courses to teach software, hardware prototyping platforms, the basics of electronics, and strategies for working with a variety of tools and techniques for the non-technical student.

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

I worked in a variety of programming languages and electronics platforms and created custom electronics to build 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 - 2005-2007**

I wrote ActionScript, JavaScript, and Python, built games, websites, media players, interfaces for embedded devices, and servers. I also helped run user testing, client workshops, internal initiatives, and generally advocated for learning new weird things like functional programming and OpenGL.

## **Mindseye Boston - Software Engineer - 2003-2005**

I worked as a junior software engineer creating websites and web experiences in ActionScript, JavaScript, and ASP.NET and learned a little bit about databases and server architecture though I stuck mostly to the front end side of things.

## **Programming Experience**

C/C++ - Moderate/Advanced, most familiar with C++ for computer vision and real-time graphics and embedded environments

Python - Moderate, most familiar with Python for computer vision and deep learning

JavaScript - Moderate, I've used JavaScript for building simple servers and websites

Java - Moderate, most familiar with Java for data visualization, real-time graphics, and Android

Verilog - Basic, I've built simple designs for RF communication

Ruby - Basic, I've used it for data processing and server architecture

## **Software (Selected)**

EAGLE - Electronics design

Fusion 360 - Computer Aided Design

Adobe Creative Suite - Print/Web Design and Motion Graphics

## Workshops (Selected)

Designing for the Web: JavaScript, Monroe State Prison, Washington State  
Resonate 2016 : Electronics Design, Belgrade  
Transmit: Data Viz in 3D: Data Visualization in 3D; Prague, Czech Republic  
Resonate 2015: Everything Can Talk: RF Design, Belgrade  
Inst-Int 2014 : Bluetooth Prototyping, Minneapolis  
Resonate 2013: OpenFrameworks, Belgrade  
Eyeo 2013: Advanced OpenFrameworks, Minneapolis  
Universidad Catolica 2010: OpenFrameworks+Arduino, Santiago, Chile  
University of Buenos Aires 2010: OpenFrameworks, Buenos Aires, Argentina

## Talks (Selected)

Sensorium 2018: Bratislava  
Fakugesi 2016, Johannesburg  
Resonate 2016 : Volt, Amp, Synth & Sound, Belgrade  
Touchpoint 2016, Vancouver  
Gray Area Festival 2016, San Francisco  
Transmit 2015, Prague  
FITC 2011, Toronto  
FlashBelt 2010, Minneapolis

## Articles and Books (Selected)

“The Future of Nairobi's Transport”, Atlantic CityLab, July 2017  
Arduino In Action, Manning, 2013  
Programming Interactivity, O'Reilly, 2012  
“Function, Fashion, and the Future”, Creators Project, July 2011  
"Daito Manabe: being real about being material", Creative Applications, May 2011  
“Exploding Space”, Rhizome, July 2010  
Flex 3 Cookbook, O'Reilly 2008  
Actionscript 3 Bible, Wiley, 2007

## Education

University of California Berkeley, MS Data Science, 2021  
Copenhagen Institute of Interaction Design, M. Interaction Design, 2011  
Goddard College, Linguistics, 2000

## Other

I've taught classes on programming and web design in Washington State Prisons as a volunteer with Unloop, an organization dedicated to helping inmates post-incarceration.  
From 2011-2016 I ran the Seattle Art-Tech Meetup, a gathering of tech and creativity where people could share ideas on strange ways to use technology for beauty and good.  
In 2016 I helped to organize the Seattle Art Hack Day, a 48 hour hackathon for creating art with code.