

please hire

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Profile

In 2010 I graduated from the MIT Media Lab and am looking to work with you. While at the Lab, I worked in a range of wonderfully diverse fields: performance robotics, interface design, mobile application development, DIY rapid prototyping platforms, analog electronics, etc. I've learned that I'm happiest in a team of intelligent, passionate people who want to help. I'd love to join you in building rad stuff that makes the world better.

Experience

UX / Product Strategy Lead, Temboo Inc. New York, NY 2011

I work with Temboo's founders to shape and implement a long-term strategy for their cloud-computing toolset. I interact directly with our customers (including several multi-billion dollar enterprise clients) and our engineers to determine the best product-market fit for our new products. In addition, I oversee all aspects of the site's, and our products' user experience, from wireframes to customer support.

Lead Design Consultant, Fab Lab at NASA Goddard Space Flight Ctr Greenbelt, MD 2011

I worked with NASA research staff to kit out and set up their Fab Lab (as part of MIT's Fab Academy program), including roughly \$50k of digital fabrication and processing equipment. Established as a casual alternative to the long and complex prototype-procurement process (months of lead time, \$100k+ per iteration). Once completed, I held workshops to introduce the staff to their new paperwork-free, rapid prototyping and fabrication facility. Within the first week, we were contracted in-agency to model satellite assemblies for review by NASA management in Washington, DC.

Electromechanical Gamelan Array Cambridge, MA 2011

Partner Andrew Boch and I designed and fabricated six tour-ready MIDI gamelan instruments for a joint Lincoln Center performance with the Gamelan Galak Tika ensemble and the Kronos Quartet. We worked within a tight deadline to woodworkers in Malden, plastics manufacturers in Southie, and PCB manufacturers in Shenzhen, under budget and on time.

Video Design, BAM Next Wave Festival Brooklyn, NY 2010

I worked with renowned director Jay Scheib to design the video strategy for *A House In Bali*, a gamelan opera with live cinema. I designed and implemented the shotlist and executed it live every night.

Custom instrument design for Björk Brooklyn, NY 2010

Following graduation from the Media Lab, I spent the summer of 2010 working with Björk and Michel Gondry on large-scale electronics and instruments for an upcoming feature film.

Research Assistant, MIT Media Lab Cambridge, MA 2008-2010

In my two years in the Hyperinstruments Group I focused on interaction design and electrical engineering. Coursework included: *Tangible Bits* with Hiroshi Ishii, *Performance Media* with Jay Scheib, *Physics 123* at Harvard with Paul Horowitz, *Electronic Music Controller Design* with Joe Paradiso.

Projects completed at the Lab: a three-dimensional sonic performance environment (shown at *NIME 2009*), a sub-\$300 3d printer, an ambient locative notification platform for learning your urban environment (shown at *HEMBI 2009*), several in-house performances and workshops, and a series of electrostatically-actuated augmented sculptures / live video filters.

My Master's thesis was "**Syncwalk**," an Android framework for authoring locative media experiences. A shareable version of this application is in development. The thesis committee consisted of Jay Scheib, Hiroshi Ishii, and Joe Paradiso, and was headed by Tod Machover.

Head of Technical Support, Ambient Devices Cambridge, MA 2005-2008

I worked for this Media Lab startup as they grew over 200% in size. I oversaw all aspects of the post-purchase customer service experience, from hiring and managing the tech support team, designing and implementing our web ticket system, even authoring all the web and packaging copy. Additionally, I wrote a custom application allowing realtime geo-visualization of tech support ticket locations, and functioned as user advocate/UX design in the product team.

Education

MIT Media Lab, Cambridge MA — Master's of Media Arts and Sciences, 2010.

Harvard University, Cambridge MA — A.B. with Honors in New Media, Department of Visual and Environmental Studies, 2004.

Skills

Experienced in FCP, Processing, Max/MSP/Jitter, Ableton Live, Arduino, Eagle, PHP, MySQL, HTML5, CSS3, Javascript, jQuery, 3-d printing technologies, SketchUp

Proficient/looking to learn more in C++, Java, for-pay CAD platforms (Autodesk, 3DS, etc), Cinder.