

## Education

### **Northwestern University** — Evanston, IL

TECHNOLOGY & SOCIAL BEHAVIOR — PH.D. IN COMM. STUDIES & COMPUTER SCIENCE  
• Starting Fall 2011

### **University of Michigan** — Ann Arbor, MI

SCHOOL OF INFORMATION — M.S.I. IN INFORMATION SCIENCE — MAY 2010

• Specializing in Human-Computer Interaction with an interest in Social Computing

COLLEGE OF ENGINEERING — B.S.E. IN ELECTRICAL ENGINEERING — MAY 2006

• Specializing in Digital Signal Processing and Communications Systems

## Projects

### **Cuebert** — [cuebert.com](http://cuebert.com) — 2009–2010

NEW AUDIO MIXING BOARD CONCEPT FOR USE IN MUSICAL THEATRE PRODUCTION

- Conducted extensive user research, including interviews with Broadway sound board operators and designers and *in situ* observation
- Worked with my team to design and build a prototype
- Published and presented at New Interfaces for Musical Expression 2010, Sydney, Australia

### **TreasureHunter** — [projects.si.umich.edu/~nliebman/](http://projects.si.umich.edu/~nliebman/) — 2008–2009

WEB-BASED AND MOBILE SYSTEM TO INCREASE USAGE OF LOCAL USED GOODS AT THRIFT STORES

- Interviewed thrift store stakeholders, and synthesized the results into a system design
- Produced hi-fi, interactive mockups of the mobile system on both the desktop and iPhone
- Won first place in the 2009 ACM CHI Student Design Competition

### **Friendenstein** — [poweroff.org](http://poweroff.org) — 2010

FACEBOOK GAME TO ENCOURAGE REDUCED ENERGY CONSUMPTION THROUGH SOCIAL INCENTIVES USING COMPUTER IDLE TIME AS A VERIFIABLE PROXY

- Collaborated on the design of game mechanics and system design details
- Cooperated on development to implement a working Facebook application

## Work experience

### **Strategic mindshare intern** — **Olark** — 2011

- Conduct user research to aid in marketing and feature design
- Author articles and blog posts to increase awareness of product
- Design and implement new features

### **Co-founder** — **DataBraid** — 2010

- Co-founded startup creating web-based statistical analysis software
- Co-designed and architected the overall system, features, and user interface
- Implemented user interface designs in Haml, CSS, and JavaScript
- Developed financial forecasts was involved in key business decisions

### **Usability intern** — **SourceForge, Inc.** — 2009

- Designed and implemented a visualization of community activity on FossForUs.net
- Designed and created wireframes and mockups for the SourceForge.net redesign
- Advised developers implementing the redesigned SourceForge.net on usability issues

### **Design and development intern** — **Oberon Technologies** — 2008–2009

- Assisted in the deployment of enterprise document and content management software
- Designed and developed customized user interface elements for the Arbortext XML editor, and interfaced them with Java, JavaScript, and SQL databases
- Set up and maintained a trouble ticket system that now handles hundreds of issues

### **Validation engineer** — **General Motors OnStar** — 2006–2007

- Helped verify that suppliers produced next-generation telematics hardware to specification

## Skills

Contextual Inquiry  
Affinity diagramming  
Personas and scenarios  
Field observation  
Paper prototyping  
High-fidelity prototyping  
Usability testing

HTML/JavaScript/CSS  
PHP/MySQL  
AJAX  
Haml  
C++  
MATLAB  
R  
LaTeX  
Version control

OmniGraffle  
Adobe Photoshop  
Digidesign Pro Tools  
Studio & live audio  
Audio & video editing  
Trained musician

## Activities

### **Current**

ACM SIGCHI student member  
HCI and Social Computing student organizations  
Vinyasa yoga

### **Past**

Michigan Marching Band  
IEEE student leadership  
A cappella vocal group  
Amateur radio licensee

## Publications

- Liebman, N., Nagara, M., Spiewla, J., and Zolkosky, E. 2010. Cuebert: A New Mixing Board Concept for Musical Theatre. In *Proceedings of the 2010 Conference on New Interfaces for Musical Expression (NIME 2010)*, Sydney, Australia.
- Koh, S., Kuo, A., Lauterbach, D., Liebman, N., and McVittie, A. 2009. TreasureHunter: a system to increase the reuse of local used goods. In *Proceedings of the 27<sup>th</sup> international Conference Extended Abstracts on Human Factors in Computing Systems* (Boston, MA, USA, April 04–09, 2009). CHI '09. ACM, New York, NY, 2835-2840.

## Awards & Honors

- Member of the winning team for the CHI 2009 Student Design Competition
- Recipient of a University of Michigan School of Information Merit Scholarship
- Co-author of the winning paper for the 2006 IEEE Region 4 Student Paper Competition
- Recipient of the R.K. Brown Memorial Scholarship for students interested in ham radio or acoustics