

## Education

### 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

## Skills

Contextual Inquiry  
Personas and scenarios

HTML/JavaScript/CSS  
PHP/MySQL

AJAX

C++

MATLAB

R

LaTeX

Version control

Adobe Photoshop

Digidesign Pro Tools

Studio & live 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

## 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 — [jeremycanfield.com/social/](http://jeremycanfield.com/social/) — 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

### 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 HamI, 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

## Publications

- 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.
- 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.