

Noah Liebman

noah@noahliebman.net | noahliebman.net

Education

Northwestern University — Evanston, IL

TECHNOLOGY & SOCIAL BEHAVIOR — PH.D. IN COMMUNICATION STUDIES & COMPUTER SCIENCE — 2011–2021

- Dissertation: *Using Computational Models to Create Perceptually Relevant User Interfaces for Nonvisual Artifacts*

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

Professional experience

User Experience Designer & Prototyper — Shure — 2016–Present

- Design interactions and visualizations for desktop applications and wireless microphone systems
- Develop rich interactive prototypes of next-generation hardware and software

User Experience Intern — Shure — Summer 2015

- Designed future-looking interfaces for desktop applications and wireless microphone systems
- Developed interactive prototypes using D3 and other web technologies
- Drew on my background in DSP and audio to design visualizations that explain RF phenomena

Research intern — Microsoft Research FUSE Labs — Summer 2014

- Conducted user research into people's behavior change goals
- Designed an on-screen and public display app to help people achieve their goals in in-office teams
- Implemented the design as a web app in Python, SQL, HTML, JavaScript, and CSS

Research

Interactive Audio Lab — Northwestern University — 2015–2021

- Conducted user research with studio audio professionals
- Designed visualizations using computational models to show perceptual relationships between tracks for multitrack mixing

Collaborative Technology Laboratory — Northwestern University — 2011–2015

- Developed an experimental design to examine the role of non-verbal cues in real-time text-based communication
- Implemented an instant messaging system to manipulate non-verbal cues in real time as an experimental apparatus
- Collecting data on users' instant messaging behavior and social outcomes using this design and apparatus

Skills

Interactive prototyping

User-centered design

JavaScript

CSS

D3

GSAP

Python

LaTeX

Sketch

Figma

Audio & video editing

Trained musician