

Noah Posner

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Education

Georgia Institute of Technology

Masters of Science Human Computer Interaction - Interactive Computing
Bachelor of Science Industrial Design
Bachelor of Science Mechanical Engineering

2016 - 2018
2007 - 2013
Highest Honors

Experience

Research Scientist I, Imagine Lab, Georgia Institute of Technology

2014-Present

- Design and fabricate digital and physical systems to collect, visualize and manipulate spatial data for urban planning.
- Design, prototyping, and iteration of tangible interfaces and interfaces for mobile apps, VR and AR.
- Responsible for in-house manufacturing. Build projects include 100+ ibeacons, drone photogrammetry for visualizing campus in 2020, interactive sandbox for gorilla data visualization increased interaction among students in Rwanda.
- Pilot, maintain and repair UAVs for aerial photography, videography and photogrammetry.
- Supervise train and manage design direction for students in builds of prototypes, brainstorming, and interfaces.
- Awarded a Research Teaching Fellowship to create and teach ID 3803 Modeling Making & Rapid Prototyping in the School of Industrial Design.

In-house Designer, Interactive Product Design Lab, Georgia Institute of Technology

2012-2014

- Guided and instructed student use of Lego Mindstorms, Arduino, RFID, basic electronics and circuit board assembly.
- Developed component database tracking system (SEED) used in the lab for project and tool management.

Design Engineer, Slingshot Product Development Group

2012, 2014

- Designed products for manufacture, created CAD, test rigs and built prototypes, participated in brainstorming and ideation.
- Performed quality control checks on manufactured parts, obtained quotes and specific details for manufactured components, and managed projects and clients.

Research Assistant, GVU, Georgia Institute of Technology

2009-2013

- Designed and built physical, electronic, and wearable prototypes for user studies for phd students.
- Created walking course that tracks users position for user studies.
- Conducted user studies in wearable computing and textile interfaces.
- Gave lectures, demonstrations, and workshops on 3D modeling and 3D printing.

Design Shop Assistant, College of Design, Georgia Institute of Technology

2009-2013

- Monitored and maintained student and machinery health in the College of Design model shop.
- Instructed Architecture, Industrial Design and Engineering students on proper use of tools, technique, and materials.
- Maintained, repaired, operated, and developed curriculum for department laser cutters and 3D printers.

Publications

“Is It Gropable? - Assessing the Impact of Mobility on Textile Interfaces”

James Clawson, Clint Zeagler, Scott Gilliland, Nicholas Komor, Noah Posner, Thad Starner
presented at the 2009 International Symposium on Wearable Computers (ISWC)

Knowledge and Skills

Adobe Suite (Illustrator, Indesign, Photoshop)
3D modeling (Solidworks, 3ds Max)
Rendering (Photoview 360, Solidworks Visualize, Keyshot)
Unity (scripting, augmented reality, UI)
Iterative Modeling
Ideation & Brainstorming
Teaching

Fabrication (woodworking, machining, thermoforming, casting)
Rapid Prototyping (laser cutting, 3D printing)
3D printing (operation, maintenance, theory)
Desktop Modeling
Electronics Prototyping
Sketching
Short-run Production

Organizations

Yellow Jacket Archery Club

Advisor to Executive Board

2009-Present

Industrial Designers Society of America

Vice president of student chapter
Involved with GT IDSA Highschool Outreach Program and IDSA Student Mentorship Program

2007-2013