John Noonan

Dual Computer Science and
Electronic Media, Arts, and Communication Major

github.com/JohnENoonan
vimeo.com/noonanjohn

Seeking to obtain a summer internship to work on tools, applications and various areas of the animation pipeline or other projects that facilitate the creation of amazing experiences. I'm interested in using my technical skills and knowledge of media creation to allow artists to create the best work they can.

Programming

Python
C++
Processing
Java
HTML/CSS
Git

Software

Houdini
Maya
Adobe InDesign
Adobe Illustrator
Adobe Photoshop
Microsoft Office

Relevant Courses

Data Structures
3D Visual Effects
Algorithms
Principles of Software
2D Experimental Animation
Art && Code && Interactivity
Linear Algebra
Foundations of CompSci
3D Boot Camp

Activities and Awards

RPI Animation Club
Treasurer 2016 – Present
RPI Computer Science Club
2016 – Present
RPI Design and Arts Housing
Mentor to freshman and general member
2015 – 2017
RPI Dean's Honor List
2015 – Present
Rensselaer Leadership Award
2015 – Present

Education

Rensselaer Polytechnic Institute – Troy, NY 12180 Sept 2015 – 2019

Dual Electronic Media Arts and Communications (EMAC) & Computer Science
Expected graduation, May 2019, with a Bachelor of Science (B.S.)
GPA: 3.85/4.0

Experience

Monadnock Media Interactive Media Development Intern, Hatfield MA

June - August 2017 - Worked in a team to create a group interactive light sculpture composed of canvas with thousands of LEDs controlled by user movement. Using the Kinect API, Java and the Java Processing library, and JSON, I designed and implemented multiple gesture interactive animations displayed on the sculpture along with live interactive GUIs to create art directed configuration files. Furthermore created a GUI to interactively control the shader based blending of layers of animation and to display the blended animation on a 3D model of the sculpture for testing and look development purposes. The piece will be displayed in the Mississippi Civil Rights Museum sometime in 2017.

RPI MARQ Undergraduate Researcher Programmer and Designer, Troy, NY

September 2017 – Present - Working in a team of professors and other students on the *Metaliteracy Augmented Reality Quest* research project. I am designing and implementing an augmented reality browser based quest game with the goal of teaching students how to use the library and conduct quality research while also teaching the history of RPI. The interactive program will be implemented using the argon.js framework and JavaScript, HTML and CSS. Currently developing game design and deciding on key functionality.

UMass Fungal Comparative Genomics Lab Full Stack Developer, Amherst, MA

July – August 2016 - Worked independently as a full stack developer to create a custom interactive NCBI BLAST query platform for Dr. Li-Jun Ma's research lab with the purpose of simplifying gene sequencing query practices and presenting the results in an easy to handle format by converting command-line tools to more usable web-based ones. Utilized Python's CGI and subprocess libraries, HTML/CSS, and basic JavaScript. The program is currently being used as a tool for Fusarium research.

Personal Projects

Extrusion Destroyer Maya Python Script

April 2017 - Created a script using the Maya Python Module that "destroys" any given mesh through animated random face extrusions and scale changes. The program is controlled through a GUI that takes inputs constraining the animation as well as sets the start, end, and frequency of the extrusions. Found as ExtrusionDestroyer on my github

Interactive Video Glitch

October 2017 - Created a program to interactively "glitch" or edit a video using openFrameworks. Given a video, users can control various forms of pixel sorting and image abstraction algorithms. Found as InteractiveVideoGlitch on my github