

# John Noonan

## Creative Technologist

[johnnoonan.github.io](https://johnnoonan.github.io)  
[contactjohnnoonan@gmail.com](mailto:contactjohnnoonan@gmail.com)

New York, New York

I use computers to tell stories and create unique experiences. I do this through my own art and by creating tools that can better facilitate meaningful creation for others. Whether it's developing cutting-edge software or crafting immersive narratives, I am dedicated to fostering a rich environment where the fusion of technology and artistry flourishes through art driven tools, interactive media, applications, art, and research.

## Experience

### Creative Technologist

HUSH · Brooklyn, New York

Sep 2019 - Oct 2023

Worked on projects ranging from interactive site-specific apps, procedural animation systems, a VR previsualization tool, to a machine-learning pipeline to process terabytes of video and much more.

- Contributed to concepting, prototyping, scoping, R&D, design, and production.
- Served as technical lead on permanent installations and popups through deployment.
- Used tools such as TouchDesigner, openFrameworks, Unity/Unreal, Houdini, Cinder, After Effects, and more.

### Research & Development Intern

Blue Sky Studios · Greenwich, Connecticut

Jun 2018 - Aug 2018

Used machine learning to create a program that estimates final shot render time without doing test renders.

- The program identifies problematic shots before render time so they can be optimized. It gives an estimate on the total time to render the shot and allows for render TDs to better allocate their time.
- Implemented in Python, using scikit-learn to create a model trained on historic film render data.

### Programmer and Designer

MARQ · Troy, New York

Sep 2017 - Sep 2018

Metaliteracy Augmented Reality Quest (MARQ) is a research project at RPI led by Dr. Spina-Caza. The goal of the project is to teach new students how to use the library and conduct quality research while also teaching the history of RPI.

- Worked in a team to create an augmented reality game.
- Served as designer and sole developer. The game is implemented using Unity and Vuforia.
- Created a functional game demo to show off key aspects and ideas of the project.

### Interactive Media Development Intern

Monadnock Media Inc · Hatfield, Massachusetts

May 2017 - Aug 2017

I worked in a team to create a group interactive light sculpture composed of canvas with thousands of LEDs controlled by user movement. It is installed as the centerpiece in the Mississippi Civil Rights Museum.

- Using the Kinect API, Java, and Processing library I designed and implemented multiple gesture interactive animations displayed on the sculpture along with real-time GUIs used to tune parameters.
- 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.

### Full Stack Developer

UMass Fungal Comparative Genomics Lab · Amherst, Massachusetts

Jun 2016 - Aug 2016

Created a custom interactive NCBI BLAST query platform for Dr. Li-Jun Ma's research lab with the purpose of simplifying gene sequencing query practices.

- Converted command-line tools into more usable web-based ones that present the results in an easy to handle format.
- Utilized Python, HTML/CSS, and basic JavaScript. The program is currently being used as a tool for Fusarium research.

## Skills

### Languages

Python  
C++  
GLSL  
C#  
HTML/CSS

### Frameworks

TouchDesigner  
openFrameworks  
Unity  
Unreal Engine  
Processing  
Cinder

### Software

Houdini  
Blender  
Renderman  
Arnold  
After Effects  
Photoshop  
Spark AR

### Technologies

Git  
Linux  
Postgres

## Education

BS, Dual Computer Science & Electronic Media, Arts, and Communication (EMAC)

Rensselaer Polytechnic Institute  
Sep 2015 - May 2019  
Magna Cum Laude

## Interests

Interactive Technologies  
Computer Graphics  
Data Visualization  
3D Animation  
Visual Effects

## Links

[johnnoonan.github.io](https://johnnoonan.github.io)  
[github.com/JohnENoonan](https://github.com/JohnENoonan)  
[linkedin.com/in/john-noonan](https://linkedin.com/in/john-noonan)