Noah Liebman

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Education

Northwestern University — Evanston, IL

Technology & Social Behavior — Ph.D. in Communication Studies & Computer Science — 2011–present

- Interests in Computer-Mediated Communication and Human–Computer Interaction

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

Research

Collaborative Technology Laboratory – Northwestern University – 2011–present

- Developed an experimental design to examine the role of non-verbal cues is 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

Social Media Laboratory – Northwestern University – 2013–present

- Designed an application for a variable-friction tactile feedback tablet to support awareness in collaboration
- Implemented this application in order to test it with users
- Conducting user tests and iterative design to improve the application

Causal Inference Methods Course – Northwestern University – 2013

- Examined the causal effect of a user interface change on user behavior
- Analyzed behavioral trace data from the StackOverflow question/answer website
- Used causal inference methods to assess the effect of the change on behavior

Web Use Project – Northwestern University – 2012

- Developed a qualitative coding scheme for video observation data of diverse users engaged in search tasks
- Led a team of undergraduate research assistants in coding more than seventy videos

Publications

- 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.
- 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 27th 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.

Professional experience

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

Strategic mindshare intern — **Olark** — 2011

- Conducted user research to aid in marketing and feature design
- Wrote articles and blog posts to increase awareness of product
- Designed and implement new features

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 Haml, CSS, and JavaScript
- Developed financial forecasts was involved in key business decisions

Validation engineer — **General Motors OnStar** — 2006–2007

- Helped verify that suppliers produced next-generation telematics hardware to specification

Awards & Honors

- Member of the winning team for the CHI 2009 Student Design Competition
- Recipient of a University of Michigan School of Information Merit Scholarship
- Co-author of the winning paper for the 2006 IEEE Region 4 Student Paper Competition

Affiliations & Service

- ACM SIGCHI member
- Student volunteer, CHI 2012
- IEEE member — 2004–2006
- Amateur radio licensee

Skills

- User-centered design
- Python
- R
- Web development
- LaTeX
- Adobe Photoshop
- Audio & video editing
- Trained musician