# Adam November

**EXPERIENCE** 

### **ZEA Lighting Strategies** — *Project Manager*

New York City · December 2019 - Present

Design and prototype light fixtures for high-end real estate developments and interior design projects. Oversee manufacturing, inventory, and sales logistics.

#### **Standard Transmission Productions** — *Creative Technologist*

**New York City** • September 2019 - December 2019

Designed, prototyped, fabricated, and installed hardware systems in retail displays for clients including Macy's, Target, and PayPal. Worked with microcontrollers, LEDs, motors, pneumatics systems, and other technologies.

#### **MakerState** — Maker Educator

New York City · October 2017 - December 2019

Developed curriculum and led professional development workshops in computer science, 3D printing, and other project-based learning for teachers around New York City as part of a National Science Foundation funded study.

## **Code and Theory** — Creative Technologist

New York City · March 2017 - November 2017

Developed hardware and firmware in C++ and Arduino for a wearable audio device. Traveled to Shenzhen, China to work with engineers and manufacturers to create a production-ready prototype.

## **Urban Arts Partnership** — Teaching Artist

New York City · September 2015 - December 2016

Developed curriculum and taught computer science and music production in high schools around New York City. Integrated computer science curriculum into math and technology classes

### Freelance Creative Technology and Education Work

Computer science education consultant at NYU Research Alliance - 2019 Sound installations at the Rubin Museum (Arduino) - 2017 Organizer at Monthly Music Hackathon NY - 2016-2017 Guest instructor at Montclair State University (Aduino, Max MSP) - 2016 128 Meserole Street, #2 Brooklyn, NY 11206 (914) 648-8577 ajnovember@gmail.com www.adamnovember.com

#### **EDUCATION**

# New York University B.M. in Music Technology

September 2011 - December 2014 Minor in computer science Final GPA: 3.64

#### **SKILLS**

Physical prototyping, microcontrollers, Arduino, 3D printing, analog electronic circuits, soldering

C++, JavaScript (React, p5, D3), HTML, CSS, Java, Python, MaxMSP, Processing, Scratch

Music recording and production, MIDI controller design, sound design, audio for video, live sound

Pro Tools, Ableton Live, Logic, Adobe Creative Suite

Music performance (guitar, percussion, keyboards), composition, teaching, theory

Conversational Spanish