

Ron Rosenman

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Seeking opportunities to design immersive experiences, shape engaging spaces, and support creative storytelling through software applications and interventions.

Work Experience

frog Design Technologist

New York, NY
www.frogdesign.com
July 2009 – Present

I work with industrial, visual, and interaction designers, helping to define and create meaningful products, services, and experiences. I focus on prototyping user interfaces and proofs of concept for clients such as GE, IPC, and TouchTunes. In addition, I belong to a group that investigates physical computing and gestural interfaces for installations and events. Our recent Kinect hack was featured at SxSW and demoed onstage at a MIX11 keynote.

Buro Happold Software Developer

New York, NY
www.burohappold.com
June 2008 – July 2009

I worked with the Special Projects group writing software to rationalize complex geometry for fabrication. I was also the lead developer of a suite of internal tools for Revit, a popular BIM (Building Information Modeling) platform. In addition, I worked with a leading architecture firm to develop GIS-based visualization software for the web.

Rockwell Group Interaction Designer @ The LAB

New York, NY
lab.rockwellgroup.com
June 2007 – June 2008

The LAB is Rockwell Group's digital interaction design team, whose members explore, experiment, and demonstrate interactive experiences augmented with digital technology. Notable projects I worked on include a prototype for an interactive table (along with several demo applications), laser cut 3-D display surfaces, and capacitive drinking glasses for a dining installation.

Independent Software Developer

Various locales
www.ronrosenman.com
May 2002 – Present

In this role, I primarily design database driven web applications and content management systems, as well as 3-D visualization software for various platforms. My clients range from artists and non-profit organizations to larger software companies and architecture firms.

Rocket Network Web Developer/Systems Analyst

San Francisco, CA
www.rocketnetwork.com
April 1999 – Feb 2001

Rocket Network delivered online audio collaboration software and services to the recording and film industries. I developed the web-based component of the application. Upon promotion to Systems Analyst, I managed a small team of programmers and coordinated the full life cycle of a major system upgrade.

Skills

Software Development	Java, PHP, Python, C#, VB, C/C++, Objective-C, OpenGL.
Front End Development	HTML5, CSS, JavaScript, ActionScript 3, JQuery, Raphael, SVG, Adobe CS5.
Data/Frameworks	XML, JSON, SQL, MySQL, Flex, .NET, iOS, PhoneGap.
IDE/Tools	Eclipse, Flash Builder, Xcode, Visual Studio, TextMate, Git, SVN, Unix shell.
Interaction Prototyping	Processing, openFrameworks, Kinect, Arduino, sensors/actuators/electronics.
Interaction Design	Information Architecture, Use Cases, Wireframes, Functional Specifications, Object/Data Modeling, Project Management.
CAD/Analysis APIs	Rhino, Revit Structure/MEP, DP/CATIA, Ecotect, Robot Millennium.

Education

Product Architecture Lab, Stevens Institute of Technology

Hoboken, NJ

Masters of Engineering in Product Architecture in Spring 2008. Coursework in Interaction Design, Physical Computing, Scripting for Design Applications, Parametric Modeling, Digital Design and Fabrication, Structural Analysis, Environmental Analysis, and Numerical Optimization.

Harvard University

Cambridge, MA

AB in Computer Science in June 1998. Coursework in C/C++ Programming, Theory of Computation, Data Structures and Algorithms, Graphics, Hardware, Networks, Mathematics, Physics, and Lab Electronics.

Sponsored Research

Incorporated
New York, NY
www.incorporatedny.com
March – June 2008

Incorporated Architecture & Design asked me to create a tool for exploring programmatic possibilities during schematic design of their signature residence. I developed a process utilizing a genetic algorithm that examined the full design space while considering the user's preferences regarding proximity, adjacency, and view, and suggested several favorable options.

Aranda/Lasch
New York, NY
www.arandalasch.com
Nov 2007 – Feb 2008

Aranda/Lasch is an architecture studio founded in 2003. I developed software simulation tools, animations, and physical models inspired by cellular automata and self-assembling structures for "Rules of Six", a wall relief and companion animation that were shown in the MoMA exhibition "Design and the Elastic Mind".

SOM
New York, NY
www.som.com
Sept 2006 – May 2007

Skidmore, Owings & Merrill is an architecture firm founded in 1936. I assisted a team in their New York office during the schematic design phase of a residential tower in Manhattan. I was the lead programmer on our three-student team, developing custom software to drive the tower's form by quantifying view quality through analysis of environmental data, and then optimizing various architectural cost/value metrics to further refine the form.

Teaching

Product Architecture Lab, Stevens Institute of Technology **Hoboken, NJ**

Adjunct Professor, PAE 810: Object-Oriented Programming for Design Applications, Spring 2010.

Taught a semester-long introductory programming course to first and second year graduate students. The course work focused on interactive applications written in Java in the Processing environment, but also introduced .NET programming and automation of 3D modeling applications.

Lecturer, PAE 810: Special Topics in Interaction Design – Audio Form, September 2008.

Introduced object-oriented programming concepts in Java and interaction prototyping exercises in Processing during the first month of this graduate level course in which students explored dynamic relationships between audio and form.

Instructor in the PAE Summer Immersion Workshop, August 2008.

Taught object-oriented programming for 3D modeling applications in Visual Studio/VB.NET and Rhino as part of this workshop for mid-career design professionals.

Personal

Projects Founding board member of Ignivomous, a 501(c)(3) not-for-profit arts organization;
Co-Producer of La Superette, a holiday art, music, and shopping event held in New York;
Member of ORTHO, a New York based performance combine.

Interests Gestural Interfaces, Situated Technologies, SmartGeometry, Responsive Facades, Genetic Algorithms, Analog Synthesizers, Permaculture, Urban Farming, Capoeira, Go.