

Ron Rosenman

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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.

Skills

- Software Engineering** *Programming:* Java, PHP, C#, VB.NET, XML, VBScript, LUA, C/C++.
Front-End: HTML, JavaScript, CSS, Windows Forms, AJAX, Adobe CS2.
Back-End: MySQL, SQL Server, Oracle, Java SE/EE, Servlets, Tomcat, JBoss.
IDE/Frameworks: Visual Studio, SharpDevelop, Eclipse, Processing, SVN.
- Software Design** User Interface Design, Database Design, Information Architecture, Use Cases, Wireframes, Functional Specifications, Object Modeling, Project Management.
- CAD/Analysis APIs** Rhino, Revit Structure/MEP, DP/CATIA, Ecotect, Robot Millennium.
- Hardware Prototyping** Arduino, LilyPad, Eagle, Circuit design for various sensors and actuators.

Work Experience

- June 2008 – Present* **Buro Happold – New York, NY – www.burohappold.com**
Software Developer. I work with the Special Projects group writing software to rationalize complex geometry for fabrication. I am also the lead developer of a suite of tools for Revit, a BIM (Building Information Modeling) platform that is being rolled out in all BH offices. In addition, I'm working with a leading architecture firm to develop GIS-based visualization software for the web.
- June 2007 – June 2008* **Rockwell Group - New York, NY – lab.rockwellgroup.com**
Interaction Designer at the Lab at Rockwell Group. The Lab works with the various design studios at Rockwell Group, envisioning and integrating new technologies into their projects. My focus was prototyping advanced display systems and new interfaces for human-computer interaction.
- May 2002 – Present* **Independent - Various locales – www.ronrosenman.com**
Software Developer. I specialize in designing database driven web applications and content management systems, 3-D visualization software for various platforms, and Windows API programming. My clients range from artists and non-profit organizations to large software companies and architecture firms.
- April 1999 – Feb 2001* **Rocket Network - San Francisco, CA - www.rocketnetwork.com**
Web Developer/Systems Analyst. 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.

Sponsored Research

- March – June 2008* **Incorporated Architecture & Design – NY, NY – www.incorporatedny.com**
Incorporated enlisted my services through the Product Architecture Lab to develop a tool for exploring programmatic possibilities during schematic design of their signature residence. I developed a process utilizing a weighted genetic algorithm to examine the full design space while considering the user/client/architect's preferences regarding proximity, adjacency, and view.

Nov 2007 – Feb 2008 **Aranda/Lasch - New York, NY - www.arandalasch.com**
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 their installation in the MoMA exhibition "Design and the Elastic Mind".

Sept 2006 – May 2007 **Skidmore, Owings & Merrill - New York, NY - www.som.com**
I assisted SOM in the schematic design 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 analyzing environmental data as well as optimizing for efficiency and other architectural cost/value metrics.

Teaching

Sept 2008 **Stevens Institute of Technology – Hoboken, NJ**
Lecturer, PAE 810: Special Topics in Interaction Design – Audio Form. Introduced object-oriented programming concepts in Java and interaction prototyping in Processing during the first month of this graduate level course in which students explored dynamic relationships between audio and form.

Aug 2008 **Product Architecture Lab – Hoboken, NJ**
Instructor in the PAE Summer Immersion Workshop. 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.

Awards/Workshops

Jan 2007 SmartGeometry Workshop/Conference; New York, NY
Jan – April 2005 Spring Semester in Sustainable Design; Ecosa Institute; Prescott, AZ
May 2001 Permaculture Design Certification; Permaculture Institute; NSW Australia
June 1993 National Merit Scholarship

Personal

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

Interests Gestural Interfaces, Mobile Computing, Situated Technologies, Responsive Facades, FLOSS, Granular Synthesis, Urban Farming, Go.