

Adam November

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EXPERIENCE

The Rubin Museum — *Creative Programmer*

June 2017

Built interactive sound installations for The Rubin Museum's "The World is Sound" exhibit. Worked alongside lead exhibit designers and curators to create interactive and generative playback systems for the exhibition using various sensors and microcontrollers programmed in Arduino.

Code and Theory — *Firmware Developer*

March 2017 - April 2017

Developed firmware in Arduino for a wearable audio device. Worked alongside product designers and engineers to create a production ready prototype.

Urban Arts Partnership — *Teaching Artist*

September 2015 - December 2016

Taught classes in computer programming using Scratch, Processing, and HTML/CSS. Taught music production using Garageband in high schools around New York City.

Montclair State University — *Guest Instructor*

January 2016 - April 2016

Guest taught creative coding classes in MSU's music technology department where students built synthesizers and MIDI controllers using Arduino, MaxMSP, and microcontroller circuits.

NYU Music Experience Design Lab — *Creative Coder*

November 2013 - January 2016

Prototyped new physical and digital tools for music making and education. Worked on JavaScript rhythm interface called Groove Pizza that went on to be debuted by the U.S. Dept. of Education.

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, sensors, analog circuits, soldering

Arduino, JavaScript, HTML, CSS, Java, Python, C, MaxMSP, MIT 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, composition, teaching, theory

Conversational Spanish

AWARDS

Founders' Day Scholar

New York University,
December 2014

Outstanding Achievement in the Undergraduate Program

New York University Music Technology, May 2014

2nd Place in Product Design Competition

New York University Music Technology, May 2014