

# THOMAS NOYA

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## PROFESSIONAL SUMMARY

Media Artist with experience in generative art, machine learning, film production, and project management. Specializing in the intersection of time-based media, critical theory, and emerging AI technologies, with a focus on "New American Kitsch" and the machinery of digital extraction. Fluent in English and Spanish.

## EDUCATION

- **MFA Candidate, UCLA Design Media Arts** | Los Angeles, CA | Anticipated 2027
- **BSc Digital Arts Computing (First-Class Honours)** | Goldsmiths, University of London (2018–2021)
- **Media Production Diploma** | Taller de Arte Sonoro, Caracas, Venezuela (2008–2011)

## TEACHING & ACADEMIC EXPERIENCE

**UCLA Design Media Arts** | Los Angeles, CA

### Summer Institute Instructor

- **Motion (Summer 2025):** Lead instructor for pre-college experimental course exploring moving images as a flexible language. Curriculum focused on building meaning through poetic composition, rhythm, and the use of accessible tools including cinematography, sound, and AI text-to-video.

### Teaching Assistant

- **Generative Art (Spring 2026):** Supporting instruction for Refik Anadol.
- **Media Arts-Intro (Winter 2026):** Supporting instruction for Prof. Erkki Huhtamo.
- **Video and Motion (Fall 2025):** Supporting instruction for Jackie Turpin.
- **Previous TA Support (2024–2025):** **Design Cultures** (Prof. Huhtamo), **Generative Art** (Prof. Casey Reas), **Interactivity** (Adju. Prof. Maisa Imamović), **Critical Game Culture** (Lect. Prof. David O'Grady), and **Art, Science & Technology** (Prof. Victoria Vesna).

## TECHNICAL SKILLS

- **Creative Coding & Software:** **p5.js**, **ml5.js**, **Processing**, and **Javascript**. Interactive environment design in **Unity**.
- **3D Modeling & Fabrication:** **Blender** (modeling/sequencing). Physical prototyping including **Arduino**, multimedia sculpture, and automotive-grade solvent painting.
- **Post-Production:** **Adobe Creative Suite** (Premiere, After Effects, Photoshop), **Final Cut Pro**, and **DaVinci Resolve**.
- **Commercial AI Platforms:** Proficiency in **RunwayML**, **Midjourney**, and various cloud-based generative platforms.
- **AI & Generative Frameworks (Local):** Local deployment and training of **StyleGAN**, **pix2pix**, and **CycleGAN**. Environment management via **Automatic1111** and **ComfyUI** for Stable Diffusion.

## PROFESSIONAL EXPERIENCE

**Project Manager (Part-Time) | Aimée Wilder, New York, NY | Feb 2024 – Jul 2024**

- Oversaw creative projects, coordinating timelines and budgets while streamlining workflows between design, production, and marketing.

**Art Department Assistant (Freelance) | New York, NY | 2023 – 2024**

- Supported set design and prop sourcing for various film and media productions.

**Project Manager | Observe Technologies, London, UK | 2018 – 2022**

- Managed international data-annotation projects and developed remote training programs for machine learning applications.

## EXHIBITIONS & PRESENTATIONS

- **Exhibited Work:** Group exhibitions in Los Angeles, New York, London, Paris, Venice, Miami, Caracas, and Buenos Aires.