

# Aakarsh Singh

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Undergraduate student interested in new media art, interactive and immersive installations

## Work Experience

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### Electronicos Fantasticos, Tokyo — Interactive Media Artist/Engineer

July - August 2022

Interned at a Tokyo based interactive media project that involves taking old appliances like CRT displays and electric fans and turning them into musical instruments. Engineered such instruments with the team and later performed with them. Helped the team at Fuji Rock' 22, Japan's biggest rock festival.

## Projects

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### aloegarten VR

October - November 2022

Technologies Used: Unity, C#, Cinema4D, Oculus

- A VR experience based on the work's of Swedish artist Zak Arogundade/Ecco2k by extracting themes from his music videos and lyrics.

Link: <https://www.aakarsh.media/work/aloegarten>

### Faceshopping

December 2022

Technologies Used: Cinema4D, Meta Spark Studio

- An instagram filter recreating Sophie Xeon's music video FaceShopping to present themes of body dysmorphia in the transgender community.

Link: <https://www.aakarsh.media/work/Faceshopping>

### Communication Plateau

December 2022

Technologies Used: Kinect, TouchDesigner

- A reimagination of Plato's allegory of the cave in the format of a projection and installation.
- Extracted Kinect's Point Cloud into TouchDesigner and made an audio-reactive visualization for a live feed.

Link: <https://www.aakarsh.media/work/Communication%20Plateau>

### "Real" Art

November 2022

Technologies Used: JavaScript, React, Next.js, Firebase

- An AI art installation created in collaboration with Louvre Abu Dhabi, which helped generate conversations regarding AI art's ethics and possibilities among the visitors of the Louvre Abu Dhabi.

Link: <https://www.aakarsh.media/work/%E2%80%9CReal%E2%80%9D%20Art>

### Genesis

April-May 2022

Technologies Used: A-Frame, three.js, JavaScript, Arduino, C++, XBee, WebSockets

- Used AFrame to first create a virtual reality environment on a webpage which showed music visualizations.
- Connected an XBee module and accelerometer to an Arduino to create our own wireless controller

Link: <https://www.aakarsh.media/work/Genesis>

## Education

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NEW YORK UNIVERSITY, 2021 - 25

BA in Interactive Media. Minor in Sound and Music Computing.