Aakarsh Singh

aakarsh@nyu.edu | +1 (469) 844-1394 | https://www.aakarsh.media

Undergraduate student interested in exploring technology to create new interfaces and mediums of expression

Work Experience

Electronicos Fantasticos, Tokyo — Interactive Media Artist/Engineer
July 2022 - 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. Helped the team at Fuji Rock' 22, Japan's biggest rock festival.

Kermit Finace, Online — Full Stack Developer
March 2021 - May 2021
Created a decentralized exchange based on Serum DEX and an NFT marketplace based on Metaplex using Typescript. Deployed on Netlify. Featured on Solana's ecosystem page for the first year.

Slingshot, USA/Online — Full Stack Developer
September 2020 - January 2021
Created a Leetcode/Hackerrank type competitive programming portal using React, Firebase, Node.js, Express and Heroku. Mentored by engineers working at Apple and Microsoft while working on this project.

Projects

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
- 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 Ardunio to create our own wireless controller

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

Education

NEW YORK UNIVERSITY, *2021 - 25*
BA in Interactive Media. Minor in Sound and Music Computing.