

# Aakarsh Singh

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

## Work Experience

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### **Herwig Scherabon**, Berlin/Remote — Creative Technologist

August 2023 - Present

Working with Austrian artist Herwig Scherabon ([scherabon.com](https://scherabon.com)) on creating digital works to be exhibited at the Vienna Museum of Science & Technology. Training custom AI models on Automatic1111 / Stable Diffusion Web UI and prototyping environments in Houdini.

### **NEEEU Spaces**, Berlin — Creative Technologist

May - July 2023

Worked on an augmented reality advertisement for Sigur Ros' perfume brand, to be published in BMW's yearly lifestyle magazine. Wrote shader code, developed assets in Cinema 4D, and assembled the final project in Meta Spark Studio. Created Unity prototype for a spatial audio adventure game.

### **Electronicos Fantásticos**, 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, one of Japan's biggest music festivals.

### **Kermit Finance**, Remote — 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/Remote — Full Stack Developer

September 2020 - January 2021

Created a competitive programming portal using React, Firebase, Node.js, Express and Heroku to be used by high schools to encourage programming among the student body. Mentored by a team of Apple and Microsoft engineers.

## Projects

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### **To Water A Dying Garden**

November - December 2023

Technologies Used: TouchDesigner, Arduino, Blender

- An immersive installation exhibited at NYU Tisch. Exploring the interplay of nature, technology, and human influence, the installation allows visitors to transform dissonant point clouds into a vibrant garden.

Link: <https://www.aakarsh.media/work/To%20Water%20A%20Dying%20Garden>

### **“Real” Art**

November 2022

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

- An AI art installation created in collaboration with the 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>

## Education

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**NEW YORK UNIVERSITY**, 2021 - 25

BA in Interactive Media. Minor in Computer Science, Sound and Music Computing, and Art History.