

Hi, I'm Eman.

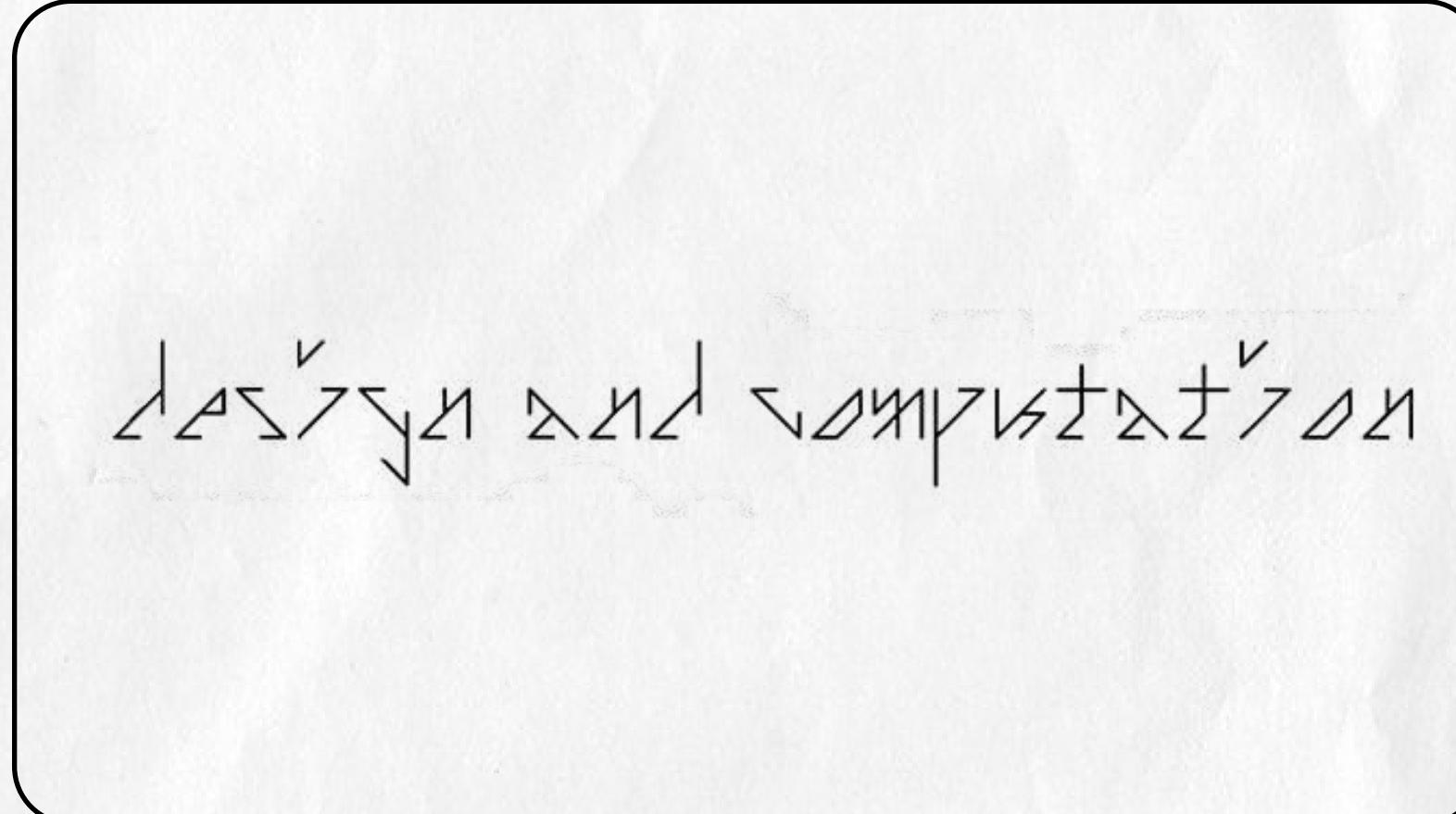
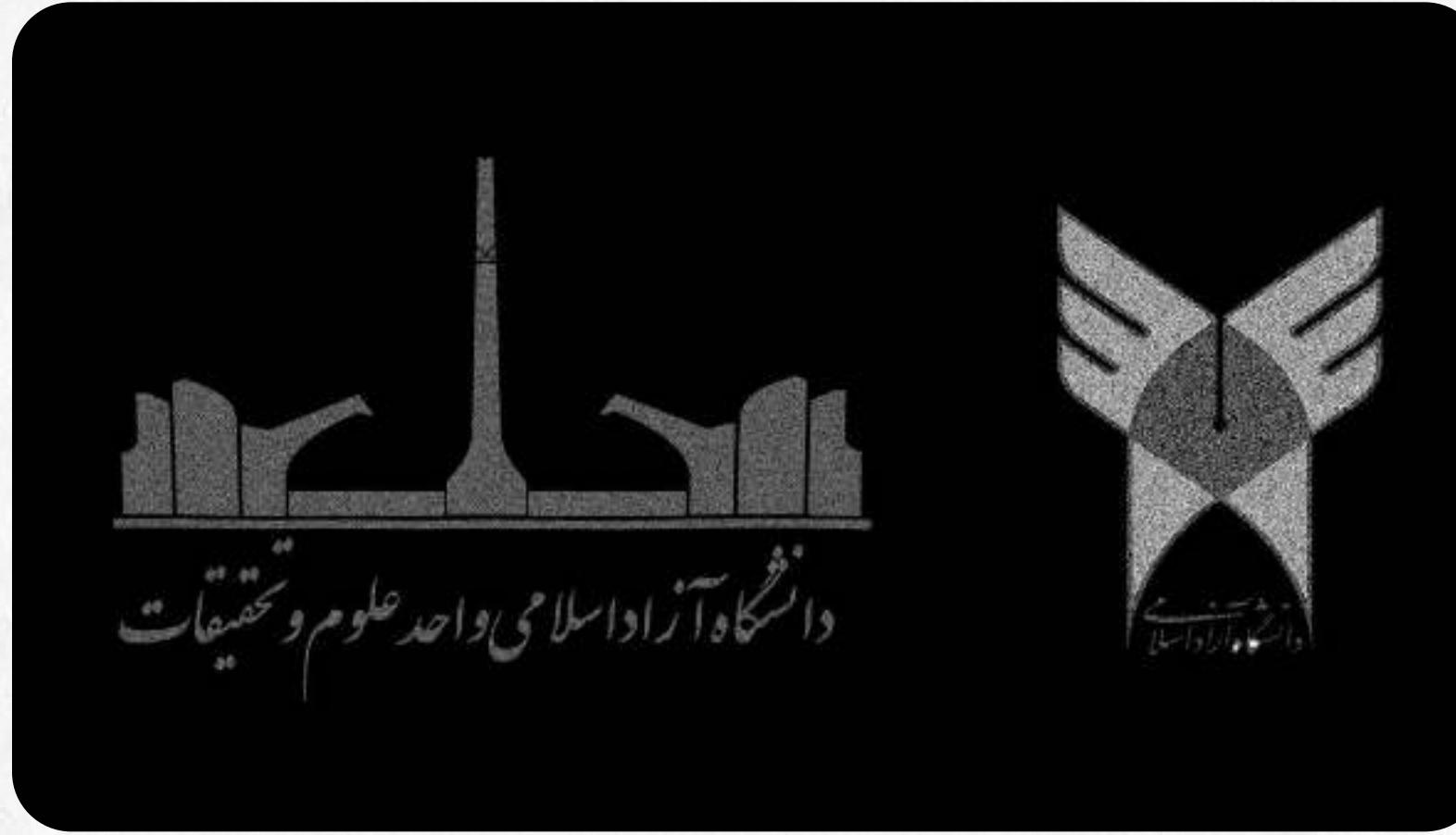
Welcome to my

Portfolio



▼ This is where I come from - a tiny self made home studio - in the basement of my parents house. 2016

Education:



➤ 2014 - 2020

Bsc. Chemical Engineering (Process Engineering) at SRBIU

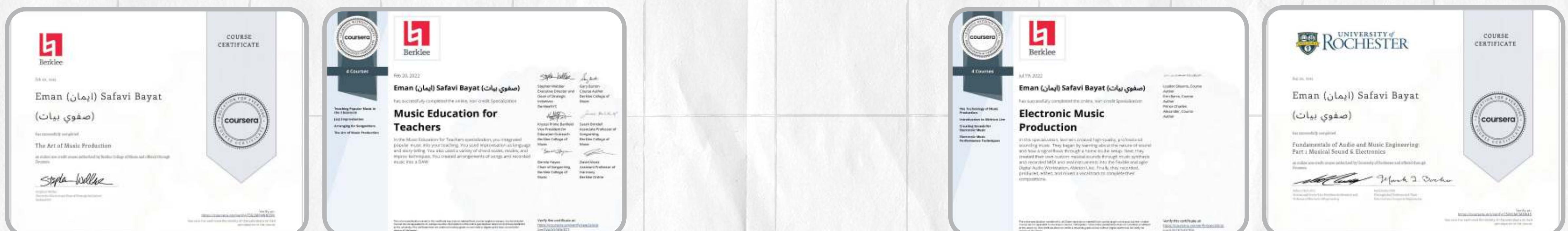
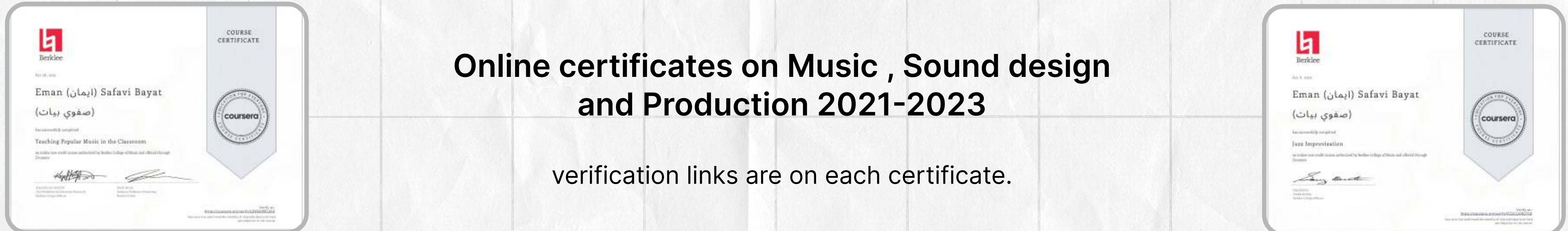
- Mathematics
- Physics
- Heat/Mass Transfer
- Electronics
- Chemistry
- System Design

➤ 2023 - Present

MA Design and Computation at UDK/TU Berlin

- Critical Thinking
- Problem Solving
- Fast Prototyping
- Interdisciplinary Exchange
- Design Thinking

Education:



MYTHOLOGIZER:

Research Project

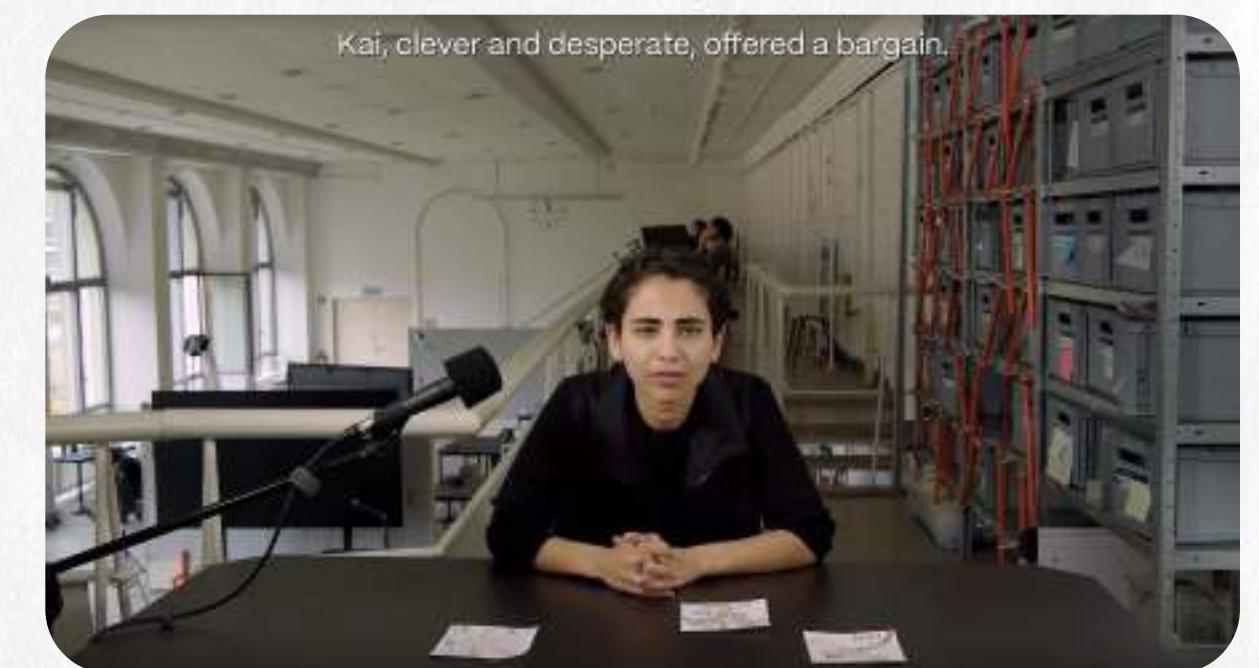
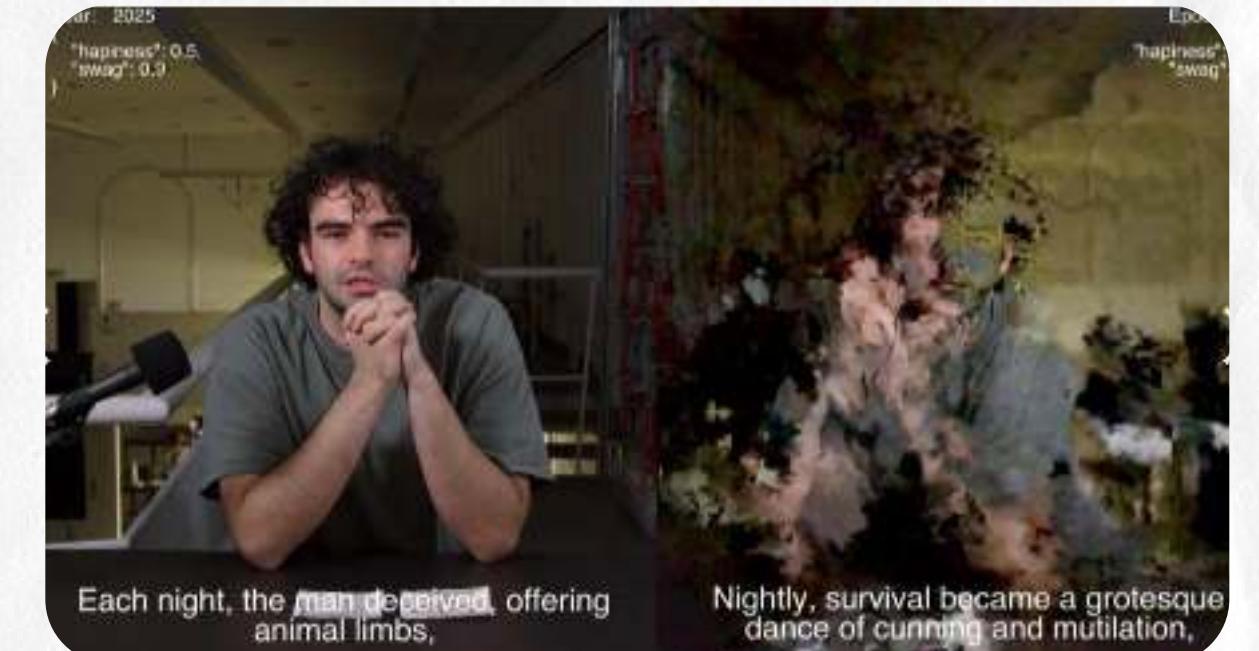
Abstract:

Mythologizer was a project that we developed over the timespan of one year at M.A Design and Computation. We researched through the construction of myths and narratives based on the structuralist approach of breaking stories into their smallest components and after the research phase , we designed the Mythologizer as a research tool on narratives. Mythologizer is build upon deconstruction of myths into "mythemes" and then takes a reconstructive approach to simulate the transformation and "mutations" of myths in different environments. Mythologizer, aside from being a agent based simulation, is also an interactive mixed media installation which is going to be presented at ARS Electronica 2025.

Participants interactively create their avatars in the system and track the evolution of the myths in the virtual environment.

My contribution:

- Research
- Prototyping
- Concept development
- Writing
- Documentation
- Film/Sound production



> The project is still evolving into an art installation - Further visual documentations of the project are not available at the time of making this document.

👉 *Read More about the project here*

Hybrid Rituals

Performance

Performance / Interactive Installation
UNI.T – Theater der UdK Berlin · February 8, 2025

Hybrid Rituals was developed and performed as part of “An Experimental Ecology”, a transdisciplinary event at UNI.T Theater, celebrating 50 years of UdK Berlin. The piece explored the merging of physical and digital dimensions through a real-time performance involving motion tracking, projection mapping, and responsive sound environments. Audience interaction was central — light, movement, and sound responded dynamically to proximity and touch, transforming the stage into a hybrid field of ritual gestures. The system architecture was based on custom-built interfaces and audiovisual systems developed by the InKÜLe group.

My contribution:

- Sound design
- Concept development
- Narration building
- Research
- Quick prototyping
- Performance



Body as Interface

workshop input

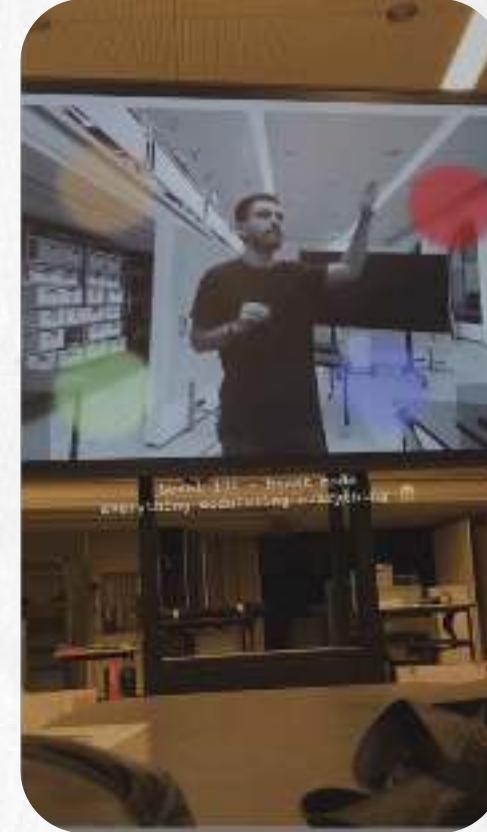
👉 InKüLe/Room to Expand

First we developed the concept of an “Airdrum”

An interactive drumming interface controlled via Kinect.
The system was built using TouchDesigner and VCV Rack,
combining motion tracking with generative audio.
The goal was to present an accessible example for artists
from the dance and fine arts departments.



interconnection between Touch Designer and VCV Rack for generative sound synthesis over OSC on two computers in real time



➤ This second iteration was exhibited in LNDW 2025 at NewPractice studio.

LOOPS series:

Curation/Production

With the emergence of the need to produce and curate the LOOPS series within NewPractice, we pushed the [StreamingKit from InKüLe](#) even further to:

- Simultaneously stream to different platforms.
- Control the Live sound in front of house (FOH) format.
- Screening the event on 3, 50inch Monitors.
- Managing wireless microphones.
- Managing 3 Black Magic Cameras live in Broadcasting format.

The Project required deep research, fast prototyping, execution of the ideas and pushing the boundaries and being creative with the tools available.

👉 *Watch the streams on Youtube*

👉 *Watch the streams on UDK/Stream*



- We managed to stream and record more than 20 sessions of the LOOPS series, including one event in ARS ELECTRONICA, which are available on the UDK/Streaming service and Youtube.

Personal (Sound) Space

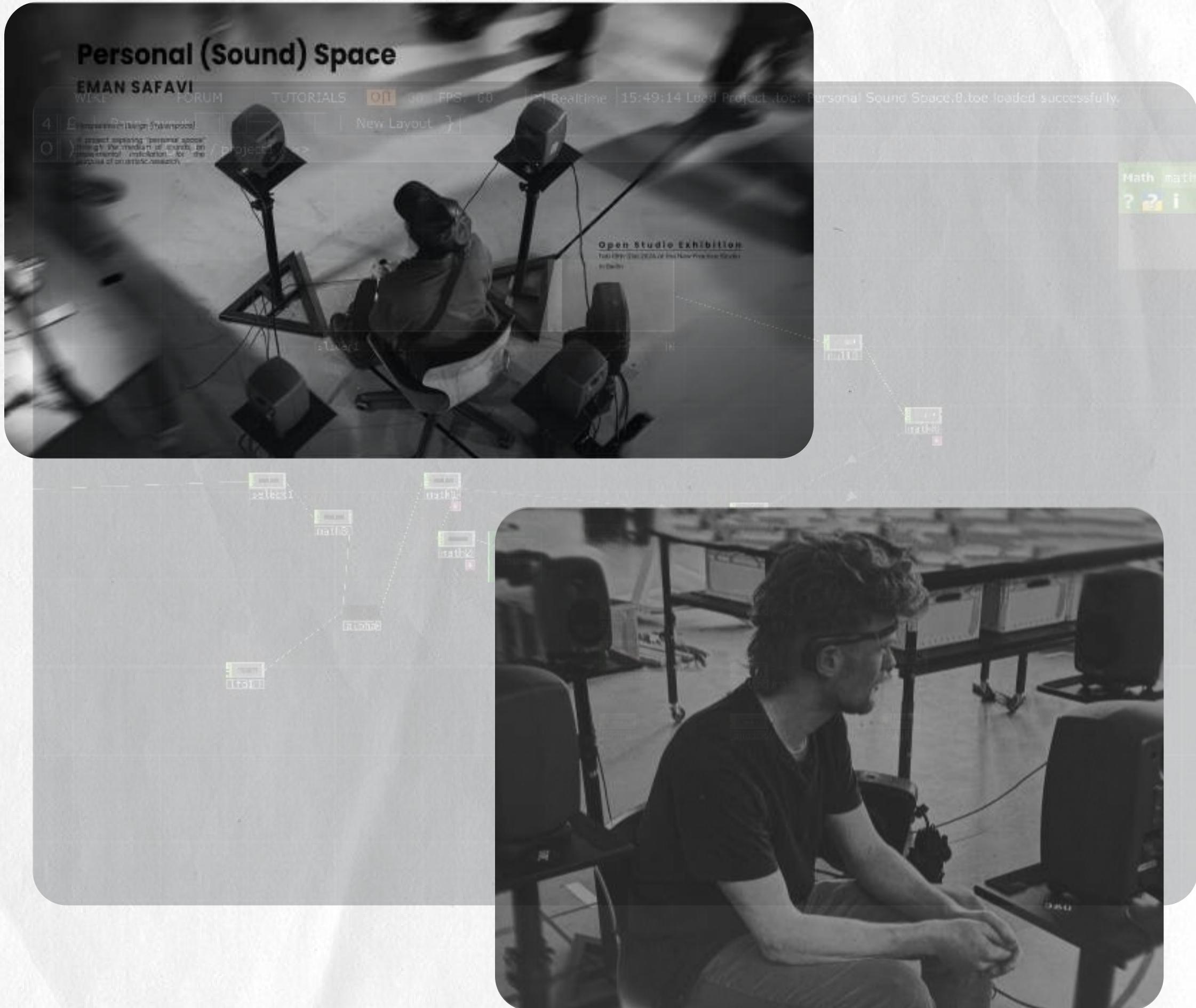
Individual Research Project

An installation with quadrophonic speakers, live wireless hidden microphones and one EEG headband.

👉 **Read the paper:** [DOWNLOAD PDF](#)

This installation was an interactive, site-specific sound work, developed as the practical component of my artistic research on the relationship between brainwaves and the auditory space surrounding an individual. The project aimed to reflect on scientific studies concerning personal space, critiquing their reliance on measurements in physical space, while sound, as a medium, propagates beyond these physical boundaries. This means encroachment into one's personal space can occur through sound, without the physical presence of others within the traditionally defined range.

I consider this project a demonstration of the value of interdisciplinary research, engaging fields like psychology, neuroscience, sound studies, architecture, urban design, and sound art to investigate spatial perception through auditory experience.



Sound/thesis

workshop input



VCV Rack is an open source simulation of modular synthesis. As a part of my role in the project InKüLe, one duty is to think of ways to bring technologies and perspectives to the artists and provide them with materials and tools they can use in their artistic practice. For this matter I developed the concept of a workshop which was held on May 26th, 2025 at the New Practice studio.

👉 *Read on InKüLe website*

➤ This workshop can evolve to interconnectivity of different apps via OSC over a VPN - even remotely from each other - for any sort of sonification within the modular synthesis medium.

Interdisciplinary Engineer/Artist

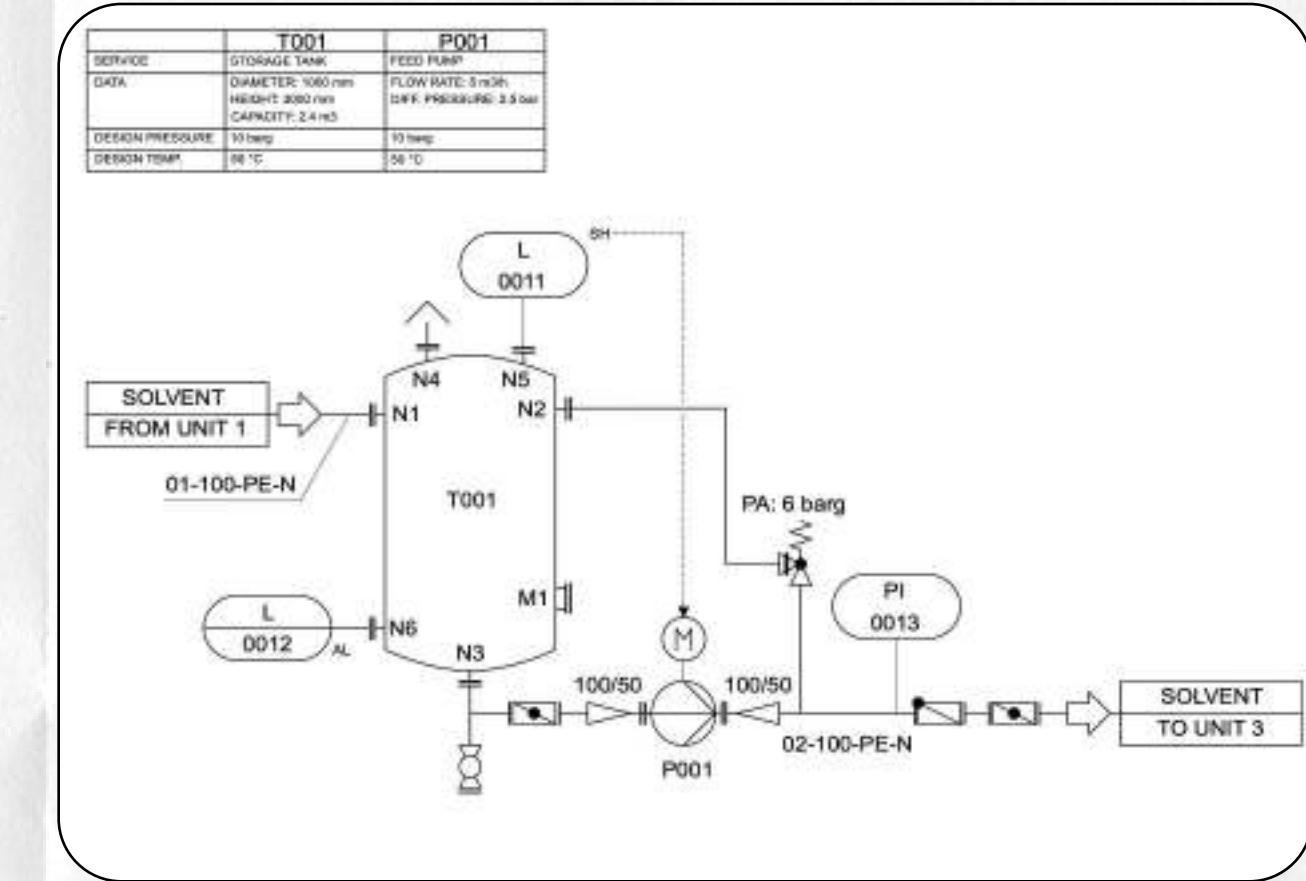
Some personal words:

I'm driven by curiosity. I love systems, complexity, and deep learning.

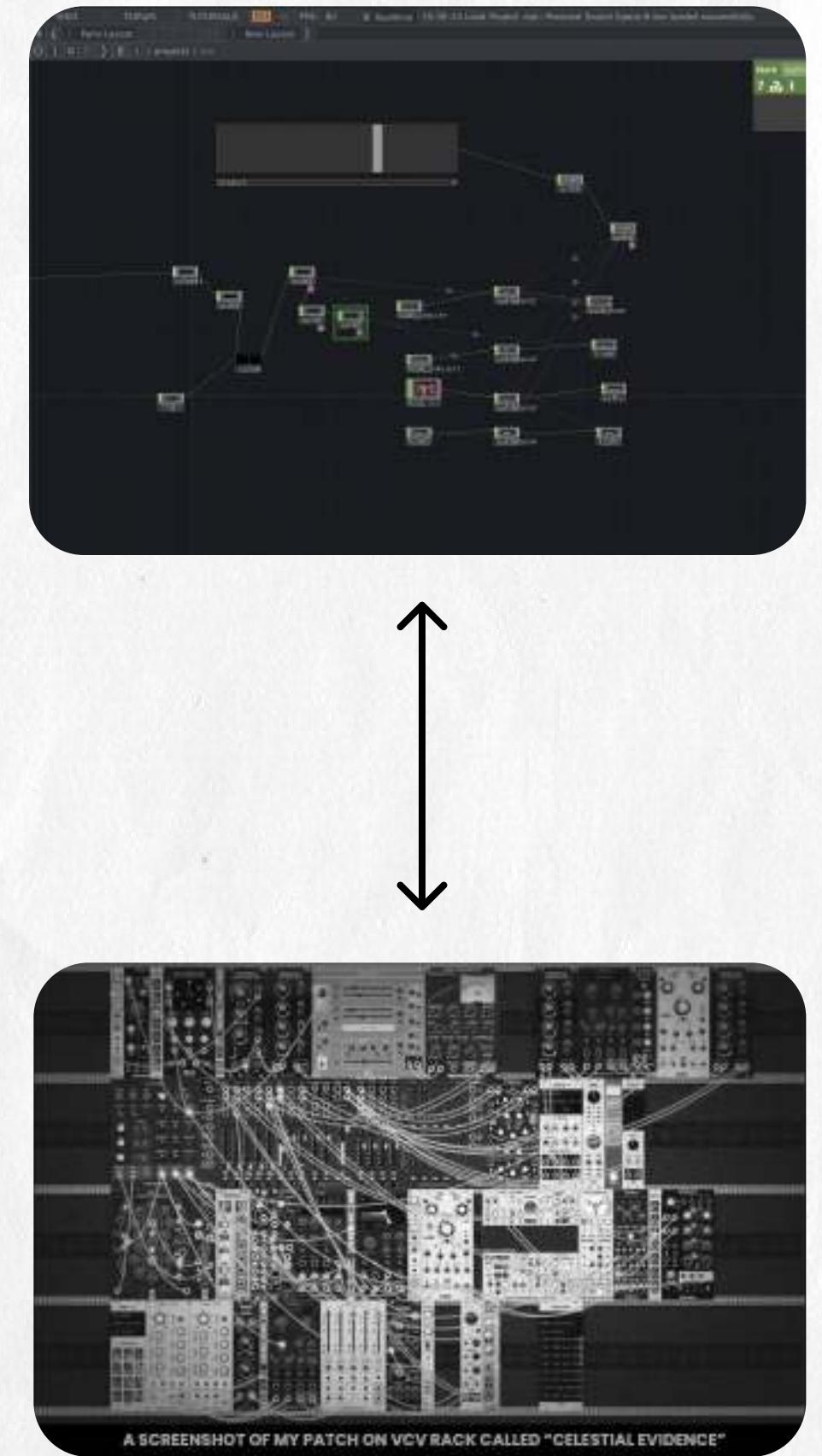
I focus on research, prototyping, and designing processes, always drawn to the methodology behind things. What grounds me is the search for patterns across mediums, and that's where I've found both peace and purpose.

Problem-solving, critical thinking, and taking responsibility are what I do best and I believe my cross disciplinary perspective brings value to any research driven project.

Input <=> Process <=> Output



➤ Piping and instrumentation diagram P&ID - spent my whole bachelor years analyzing them.



Touch Designer

VCV Rack



Thank you!



Please contact me for any Inquiries

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