GEORGE PANICKER

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OBJECTIVE:

Bengaluru based New Media artist, Creative Technologist, Computational designer for Immersive and Synthetic New Media (XR and Generative AI)

EDUCATION

Bachelor's in Industrial Arts and Design practices, 2019-2024 (1 year covid gap year)
Srishti Institute of Art, Design and Technology

- Major: Industrial Design
- Minor: Computational and Generative design

SKILLS & ABILITIES

• Python • Netlogo • Touchdesigner • PureData • Supercollider • Unreal Engine • StableDiffusion • Vensim • Systems modelling • Biosignal acquisiton • Arduino and electronics prototyping • Tangible and physical computing • Generative design

EXPERIENCE

Neurohaptics Researcher,   12.2023 –
Compossible Umewelten   01.2024

- Attempted to conceptualize a speculative waveform description language for tactile compositions
- Researched open source biosignal acquisition formats

Creative Technologist Intern,   06.2023 –
Mantis Shrimp Creative   08.2023

- Conceptualization and prototyping of RFID based Installation with Raspberry Pi
- Data channeling and instrumentation of Kuka Robot
- Worked on an interactive installation for the release of a limited edition vodka by Johnnie Walker, in collaboration with Air-ink and Shilo Suleman

Assistant Researcher,   10.2022 –
The Indian Sonic Research Organization   08.2023

- 3d printing and prototyping of OpenBCI Ganglion 4 channel headset for musical applications and therapy while assisting Neuroscientist Nikhil Prabhu
- Setting up of ecological soundstream with Hannah Kemp from CriSap, UAL and Grant smith from SoundTent for the Acoustic Commons Network
- Prototyping biofeedback based interactions with EMG sensors (MYOWARE)
- Coordinated the final design and development of the IMMSANE website for Yati Durant and Andre Bellmonte from the Zurich University of the arts

PROJECTS

NeuroSynth:

A Brain-computer interface that uses Linear-Regression machine learning models for mental health applications. Objective was to make a musical application that helped participants regulate their internal emotional state via audiovisual biofeedback. Collaboration with Nikhil Prabhu from the Max Planck institute.

SoundCamp 2022:

A DIY ecological realtime radio stream for SoundCamp's Reveil project. The objective was for an ArtScience inspired trans-disciplinary project that would allow people from all over the world to listen to the stream.

DiffusionWalk:

A deep learning latent space walk using touchdesigner and StableDiffusion for "Machine Orchestra", a workshop I held on computational design and parametric thinking. The objective was to demonstrate the potential of artificial intelligence in computational design approaches.

ACHIEVEMENTS

- Speaker at the First ADCx (Audio Developer conference) held in India, on Generative music and Indian philosophy for building new musical systems and interfaces
- National Semifinalist, EY "Enter the Metaverse" Hackathon 3.0 (2022)

PUBLICATIONS

- *Tactile melodies: A desk mounted haptics for perceiving real-time musical experiences*". Submitted to New Interfaces for Musical Expression conference (NIME 2024) in collaboration with members of the HIVE lab at the Department of design, IIT Kanpur

VOLUNTEERING & EXTRACURRICULARS

- Participated in Befantastic's yearlong program "C3" (codes, creatives, communities) during my gap year (2021-2022), working on "The reading Room", a ZKM Karlsruhe funded AR and spatial narrative story platform with a variety of New media artists, creative technologists and tech-art practitioners from India and around the world.
- Worked as a part-time graphic designer in my second year (2020-2021) for Young India Foundation, and designed successful campaigns for electing Bahujan (lower caste) candidates to their relevant constituencies.