

Resume

I'm George Varghese Panicker, a New Media artist, creative technologist and computational designer based in **Bangalore, India** . My focus area for the past few years has been in immersive media and extended reality (AR,VR, MR, XR), but I also dabble into neurotechnology, spatial audio and tangible computing

Contact

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Experience

Haptic design technologist

Compossible UmWelten, remote, India – (December 2023 - Present)

- Working on Confidential Neuro-haptic technology

Creative technologist intern

Mantis Shrimp Creative, Bangalore, India – (June 2023 - August 2023)

- Conceptualization and prototyping of RFID based Installation with Raspberry Pi
- Data channeling and instrumentation of Kuka Robot
- Creating motion graphics clips for VJ sets
- Consultation and prototyping of Neural network kiosk for targeted advertising and mass deployment

Assistant Researcher

Indian sonic research organization, Bangalore, India – (Sep 2022 - June 2023)

- 3D printing and prototyping of OpenBCI Ganglion 4channel headset for musical applications and therapy with assistance
- Setting up of ecological soundstream with Grant smith from SoundTent

- Accompanying and coordinating with Artists in Residence for their practice
- Prototyping biofeedback based interactions with EMG sensors (MYOWARE)
- Coordinated the final design and development of the IMMSANE website for Yati Durant and Andre Bellmonte

Skills

3D Skills

Grasshopper 3d	Able to create basic computational 3d models and simulations via C#
Blender	Motion graphics, polygonal modelling, basic rigging, UV mapping

- Conceptualization and prototyping of RFID based Installation with Raspbery Pi

Realtime engines

Unreal engine	Blueprints, shaders, hardware interactions
Touchdesigner	Skilled in CHOPS, DATS, SOPS, TOPS and building data streams/instrumentation

Sound design and synthesis

PureData	graph-on parent, oscillators, GUI, advanced patching
SuperCollider	Patterns, JITlib, OSC-MIDI, Machine learning (via FluComa)

Coding Languages

Python	C#
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Languages

English 

Proficient speaker

Education

Bachelor's Degree in Industrial design

2019-2024 (1 year gap due to covid)

Srishti Institute of Art, Design and Technology, Bangalore

Volunteering

Spatial experience designer

The Reading Room, Goethe indien/ZKM Karlsruhe, Bangalore – (Oct 2021 - Sep 2022)

- Conceptualized the interaction framework of a public story-access platform for a postpandemic population
- Devised new spatial interaction frameworks based on the Derive, Wayfinding and Paradigmatic/syntagmatic narratives

Graphic designer

The Reading Room, Goethe indien/ZKM Karlsruhe, Bangalore – (Oct 2021 - Sep 2022)

- Conceptualized the interaction framework of a public story-access platform for a postpandemic population
- Devised new spatial interaction frameworks based on the Derive, Wayfinding and Paradigmatic/syntagmatic narratives