PARIDHI GARG

CREATIVE TECHNOLOGIST

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PROFILE

I'm a Creative Technologist currently based in New York. I recently graduated with a Bachelor's in Design and Technology from Parsons School of Design. I have a background in designing and developing interactive experiences, which take various forms — from innovative web interactions to playing with sensors in real time within physical spaces to create narrative-driven immersive experiences. All in all, these experiences are designed to bring people together and introduce them to creative ways of thinking and being. While creating my projects, I often find myself tinkering with various emerging technologies and following speculative questions. I'm interested in creating interactive experiences that encourage people to engage with their tactile surroundings, using technology as a bridge to deepen their connection to the physical world.

EXPERIENCE

Parsons school of Design x KISD Interactive Installation
Creative Technology, Experience Design and UI Development
Oct 2024 - Dec 2024
- Pitched an interactive installation project for DLR Institute for AI safety and Security in Germany.
- Led development of the web interface controlling user experience and interactions within a multimedia interactive installation.
- The interface simplified complex concepts into simplified explanations and visuals. It also served as a central hub controlling sound and light which formed the key aspects of the project.
- Presented at KISD in Cologne, Germany.

Google AI Hackathon
Visuals, Prompt Engineering, UI/UX Design and Development
Apr 2024-May 2024

- Designed and developed an AI-based cooking application that uses Google's Gemini API. The app is called Granny Bytes and it helps in creating intergenerational connections through cooking via a constructive Grandmother-inspired kitchen chatbot, engaging new technologies with traditional family recipes.
- It incorporates features such as image analysis, text-based chat, and user input functionality to enhance user interaction. The hand drawn visuals give the application a much needed sense of warmth and care.
- Conducted user behavior research and prototype testing to better design the prompts defining the tone of the AI. Created an application that redefines the way one interacts with AI chatbots.

The New School X IBM Quantum Design
Research, Motion Capture and Experience Design
Oct 2022-Mar 2023
- Researched and conceptualized how to represent quantum computing principles like Entanglement and Superposition through an art installation. Implemented a functional quantum circuit which provided the data for the installation.
- Collaborated in a team to develop a live motion capture installation and curated the user experience.
- Exhibited at the Microscope Gallery and Sheila C. Johnson Design Center in New York.

EDUCATION

Parsons School of Design, New York   August 2021- May 2025
Bachelor's in Design and Technology, Creative Technology
GPA 3.93

Sardar Patel Vidyalaya, New Delhi   April 2007-June 2021
Higher Education-Science
GPA 4.0

SKILLS

Real-time 3D & Interactive Platforms: TouchDesigner, Blender 3D, Unity, Madmapper, Isadora
Creative Technologies: Projection Mapping, Audiovisual Systems, Motion Capture, Physical Computing, LED Programming, Real-time Interactive Systems, Interactive Installations, 3D Mockups and Renders
Digital Fabrication: Laser Cutting, 3D Printing
Design Applications: Figma, Adobe Creative Suite (AI, PSD, ID, PR, LR)
Web Development: HTML/CSS, JavaScript, Node.js, Deno, Git/Github, Responsive/Adaptive Design
Design & Prototyping: Wireframing, Rapid Prototyping, User Testing, Touch Interface Design, Visual Design
Cross Platform communication: Websockets, Serial Communication
Programming Languages: Python, SQL, C# (Unity), C++ (Arduino)
AI Applications: Training text generation models, StyleGANs for image generation, prompt engineering for text generation, image generation, text-to-speech, Runway ML, Stable Diffusion, OpenAI API, Anthropic API, ElevenLabs, ImageFX, MusicFX
Other: Microsoft suite

HONOURS

- Dean's List │ 2021-2025
- Scholarship in Computer Science for Outstanding Performance
  (Highest marks in 12th CBSE Boards) │ 2021

EXHIBITIONS AND PRESS

- Quantum Art exhibition at the Microscope Gallery, New York, March 2023
- The Art and Design of Quantum computing, The New School, New York, March 2023
- "How to show off quantum computing" at KISD, Germany, November 2024
- "Mosaic Pop up show" at Parsons School of Design, May 2025
- "Technology as a Stranger", Research Paper, Jan 2025 - May 2025