

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 digital products and interactive experiences that blend various emerging technologies to build intuitive and playful user interactions. Through rapid prototyping, user research, and iterative design thinking, I develop systems that introduce people to new ways of thinking and being. These projects often exist at the confluence of design, technology, human behaviors, and environments. I've previously collaborated with scientists from IBM Quantum and DLR Institute for AI safety and Security to create interactive exhibits to represent quantum computing.

EXPERIENCE

Underground Art and Design

Freelance Intern

October 2025 - Present

- Co-editor for TechnoMirage, a curatorial and publishing project exploring the intersections of AI, speculative design, and collective imagination through interviews with artists, designers, and technologists
- Helped in event setup for Neuromantics, a creative tech exhibition in New York featuring artist-made games, XR journeys, projection mapping projects, live interfaces, audio-visuals and interactive installations

VMGROUPE

Intern

December 2025

- Designed an immersive brand environment for a launch event through a thoughtful spatial setup, positioning elements strategically to best communicate brand values and identity

Parsons school of Design x KISD Quantum Project

Researcher, UI Developer and Experiential Designer

October 2024 - December 2024

- Led research for a quantum computing installation for DLR Institute for AI Safety and Security, working with a multidisciplinary team to translate complex scientific concepts into a tangible experiential design.
- Developed the physical interface with interactive touch controls that control LED qubit visualizations.
- Crafted an immersive educational experience that makes quantum computing accessible through hands-on interaction; presented the installation at KISD in Cologne, Germany, demonstrating expertise in translating technical content into compelling user experiences

Google AI Hackathon

UI/UX Designer and Developer, Product Designer and Prompt Engineer

April 2024 - May 2024

- Gained a technical understanding of LLMs and built on top of them to develop an AI-powered cooking web application that uses Google Gemini API, implementing full-stack development with image analysis, conversational UI, and interactive user input features
- Contributed to UI/UX design and conducted prompt engineering to create a warm, caring, and intuitive user experience in tune with the concept

IBM Quantum Design Jam

Creative Technologist and Experiential Designer

October 2022 - March 2023

- Applied quantum computing principles, including entanglement and superposition, to implement a functional quantum circuit.
 - Collaborated with a multidisciplinary team and designed an interactive experience that detects motion and visualizes the movement as a particle system, bringing quantum computing to life.
 - Exhibited at Microscope Gallery and Sheila C. Johnson Design Center in New York
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EDUCATION

Parsons School of Design, New York

Bachelor's in Design and Technology, Creative Technology
GPA 3.93

August 2021 - May 2025

Sardar Patel Vidyalaya, New Delhi

Higher Education-Science
GPA 4.0

April 2007 - June 2021

SKILLS

Design Applications: Adobe Creative Suite (AI, PSD, ID, PR, LR)

Real-time 3D & Interactive Platforms: TouchDesigner, Blender 3D, Unity, Madmapper, Isadora

Web Frameworks: Figma, Webflow, Framer, HTML/CSS, JavaScript (Node.js, Express.js and Deno)

Programming Languages: Python, SQL, C# (Unity), C++ (Arduino)

Web Design & Prototyping: Wireframing, Rapid Prototyping, User Testing, Touch Interface Design, Responsive/Adaptive Design

Creative Technologies: Projection Mapping, Audiovisual Systems, Motion Capture, Physical Computing, LED Programming, Real-time Interactive Systems, Interactive Installations, 3D Renders

AI/ML: Training text generation models, prompt engineering for text generation, OpenAI API, Anthropic API, Google Gemini API, StyleGANs for image generation, image generation, Stable Diffusion, ImageFX, text-to-speech, speech-to-text, ElevenLabs, MusicFX, Runway ML

Digital Fabrication: Laser Cutting, 3D Printing

Cross Platform communication: Websockets, Serial Communication

Other: Microsoft suite, Git/Github

HONOURS

- Dean's List | 2021-2025
 - Scholarship in Computer Science for Outstanding Performance | 2021
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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
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