APRAMEYA MYSORE

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EDUCATION

University of Wisconsin-Madison
Letters & Science
Custom Major: Information Aesthetics (B.S.)
Graduated: August 2014

Designed a custom interdisciplinary major entitled "Information Aesthetics". Incorporates work in Applied Math, Statistics, Art/Design, Computer Science, and independent study work to synthesize a cross-functional skillset. In my work I strive to approach the relationship between raw data and the representation of its meaning in a way that is both computationally rigorous and aesthetically provocative.

James E Taylor High School
Graduated 2009

Houston School of Art & Design
2000-2009

Completed 3 levels of Drawing courses and an Oil Painting course (in parallel to grade school education).

EXPERIENCE

Pitch Interactive
January 2014-April 2014

Technologist / Creative Coding Intern

Responsible for desigining exploratory visualizations for several clients. Worked with D3 and Processing to creatively visualize various biological/sociological datasets

University of Wisconsin-Madison
Lab for Optical and Computation Instrumentation
January 2012-August 2014

Research Assistant

Designed a Java plugin to explore spectrally complex microscopy data through sound (data sonification). Submitted research to peer reviewed scientific journal

Designed an educational model for efficiently explaining complex and novel optical microscopy techniques to new researchers in the Lab in the form of a series of animations. Provided as a public resource on the LOCI website.

Analyzed and collected data on freeware alternatives to expensive visualization software used used to explore and understand microscopy datasets. Designing a webpage to be used as a public educational resource on LOCI website.

Waisman Lab for Brain Imaging
August 2011-August 2013

Research Assistant

Designed a WebGL application that allows neuroscientists working with time lapse brain activation data (fMRI) to easily and elegantly visualize their datasets in a web browser.

University of Wisconsin-Madison
Department of Sociology
August 2009-August 2011

Research Assistant

Worked on a study of private prison corporations and news media. Coded data for utterances that imply positive or negative framing of private prison corporations over a 20 year period. Met with research group to tweak coding thresholds to better understand how private prisons have been portrayed in mainstream media.

TECHNICAL SKILLS

Software

Photoshop, Illustrator, Fireworks, InDesign, Flash Builder, Google Sketchup, Dreamweaver, Imaris, ImageJ, TileMill, QuantumGIS, Ableton Live, Max/MSP, SuperCollider

Languages

Java, Processing, HTML/CSS, R, Python, OpenGL, Javascript(D3.JS, Leaflet.JS, JQuery),WebGL

In Progress: C++

A comprehensive portfolio consisting of handrawn/painted art, digital art, web design, and data visualization code, as well as a course transcript can be provided upon request.