# Kavi Duvvoori

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## OBJECTIVE AND INTERESTS

I explore the intersection of language and computation through digital writing, AI, linguistics, and other modes of research. Looking especially for opportunities in NLP, the digital humanities and arts, and computational linguistics.

## EDUCATION

**UC Santa Cruz** — MFA in Digital Arts and New Media, Santa Cruz, CA — Fall 2017-Present

Grad fellowship, in Experimental Play group of the Digital Arts and New Media MFA program at UC Santa Cruz. Courses: graduate Semantics A, B, and a Cognitive Architectures Seminar, Electronics, and a Games & Playable Media project group.

**Brown University** — Sc.B. Mathematics, A.B. Literary Arts, Providence, RI — Fall 2013-Spring 2017

Received honors in digital language arts. Upper-division coursework including Algorithms, Advanced Digital Language Arts, Graduate Abstract Algebra Parts I & II, Graph Theory, Pragmatics, Cognitive Development in Infants, Narrative in Creative Non-Fiction, Early Modern Women's Writing, and an Accelerated Introduction to Computer Science.

## CURRENT EMPLOYMENT

**Section Leading TA** — University of California, Santa Cruz, Santa Cruz, CA — Fall 2017 - Present

Planned and led sections, graded papers, held office hours, presented class lectures, debugged code, and did whatever I could to help students learn and have a good experience in Programming for the Arts (Modes, Spring 2018), Writing for the Arts (Palmer, Winter 2018), and A History of Digital Games (Lowood, Fall 2017).

## PROJECTS / PUBLICATIONS

- "Textileexittext" - used a corpus, Python NLP, and an embroidery machine to stitch generated text. UCSC Open Studios, Fall 2017, Digital Arts Research Center
- "Lost in the Asset Store" - a virtual environment in the game engine Unity, exploring the aesthetics of the digital commons. UCSC Open Studios, Winter 2018, Digital Arts Research Center. See `https://qfwfq.itch.io/lost-`
- Extensive work on ongoing / open-ended digital writing projects including *Water Plastic Writing: A Collection of Language Games* and *THE GUIDE TO NONEXISTENT BIRDS: An Ornithological Logic*. See `http://ornithological.kavid.xyz`, `http://rooms.kavid.xyz`

## SKILLS

- Programming - (proficient): Python (+Django), Haskell, Prolog, Unity, Scala (+Play), HTML / CSS / JavaScript, NLP and computational mathematics; (familiar): Clojure, Scheme, MatLab, Java, C#, Tensorflow, ACT-R and Cognitive Architecture, Shell Programming. Skilled with using programming in electronic literature / the digital arts and humanities. Github: `https://github.com/notkrd`
- Strong writing skills in academic, expository, and literary modes. An interest in popular writing about science, math, and other technical fields, and in writing in relation to visual art.

- Thorough mathematical background in algebra, linear algebra, geometry and graph theory, category theory, and topology. Skilled at reasoning about and using tools to investigate mathematical structure in the abstract or in applications.

## PRESENTATIONS / CONFERENCES

- Invited class presentations - "Sim & Simulation," during A History of Digital Games (>200 students), Fall 2017, and "Websites for Artists," during Writing for Artists (>70 students), Winter 2018, Santa Cruz CA
- "As Though on Mars" - a Brown University Literary Arts Honors Reading, Spring 2017, Providence RI. `http://kavid.xyz/static/pdfs/TextAsThoughonMars.pdf`
- "Construction of q-Analog t-Designs & Partial Steiner-Systems," Joint Math Meetings 2016, Student Poster Session, Seattle WA

## EXPERIENCE & ACTIVITIES

**Researcher** Iowa State University Summer 2015
Ames, IA
Conducted collaborative math research in combinatorial design theory, as part of Iowa States highly selective NSF funded Research Experience for Undergraduates (REU) summer program. Worked under Dr. Sung-yell Song with Robert Lazar and Grant Bowling to produce the report and poster Construction of q-Analog t-Designs & Partial Steiner-Systems," presented at the poster session of the 2016 Joint Math Meetings in Seattle. Used Python Sage for mathematical modeling.

**Facilitator** Space in Prisons for Arts and Creative Expression (SPACE) Jan 2015 - Nov 2016
Providence, RI
Facilitated various arts and writing workshops in storytelling, creative writing, and artistic constraint in rehab and correctional facilities controlled by the Rhode Island Department of Corrections as part of the SPACE program affiliated with the Swearer Center at Brown. Helped produce zines celebrating participants' work.

**Math Instructor** Gilroy Mathnasium Summers 2016, 2017
Gilroy, CA
Worked with K-12 students to facilitate effective understanding of classroom math concepts, ranging from arithmetic to calculus and statistics. Involved teaching across ages and learning abilities in a fast paced environment.

**JKS Summer Writing Program** Naropa University Summer 2014
Boulder, CO
Took workshops with Jen Hofer on writing and translation, and with Mary Burger on cartography and prose writing, as part of the historic writing program.

**Math Tutor** Algebra in Motion 2013-2014
Volunteered as an afterschool tutor at a Providence public school through a program at Brown.

**Website Design & Management** Acacia Family Medical Group 2011 - 2015
Salinas, CA
Designed and maintained a simple website `http://www.acaciamed.org/` and Google Apps services for a family medical practice.

**Grader** Brown University Math Department Fall 2015
Graded work for an honors linear algebra class.

**Instructor** MIT SPLASH Fall 2016
Facilitated workshops for High School students on constraint-based writing.