Rishi Vanukuru

Immersive Media, Creativity, Collaboration

✉ rishi.vanukuru@colorado.edu
🌐 rishivanukuru.com

Education

ATLAS Institute, University of Colorado Boulder   **2022–**
PhD, Creative Technology & Design

IDC School of Design, IIT Bombay   **2018–2020**
Master of Design, Interaction Design   CGPA: 9.59/10

Indian Institute of Technology Bombay   **2014–2018**
Bachelor of Technology, Civil Engineering, Minor in Design   CGPA: 9.12/10

Experience

ATLAS Institute, University of Colorado Boulder
Research Assistant   *01/2022 - Present*
Mixed Reality Remote Musical Collaboration *(Ericsson Research)*   Advisor: Dr. Ellen Yi-Luen Do
DIY Data Visualization for Young Children *(NSF EAGER)*

Indian Institute of Technology Bombay
Research Associate   *09/2020 - 04/2021*
Supporting Remote Learning with Mobile Augmented Reality   Advisor: Dr. Jayesh Pillai

Laval Institute, Arts et Métiers, France
Research Intern   *05/2019 - 07/2019*
Studying Creativity and Design in Virtual Reality   Advisor: Dr. Simon Richir

Publications

[9] Sylvain Fleury, Rishi Vanukuru, Charles Mille, Killian Poinsot, Aurélien Agnes, & Simon Richir. 2021. **CRUX: A Creativity and User Experience Model.** *Digital Creativity 32, no. 2* [Paper]

[8] Sylvain Fleury, Aurélien Agnes, Rishi Vanukuru, Emma Goumillout, Nicolas Delcombel, & Simon Richir. 2020. **Studying the Effects of Visual Movement on Creativity.** *Thinking Skills and Creativity, 100661.* [Short Paper]

[7] Rishi Vanukuru & Nagendra R. Velaga. 2018. **Multimodal Transportation Network Design Using Physarum Polycephalum-Inspired Multi-agent Computation Methods.** *In International Conference on the Applications of Evolutionary Computation Springer, Cham.* [Paper]

Workshops, Posters, Demos

[6] Rishi Vanukuru, Amarnath Murugan, Jayesh Pillai, & Ellen Yi-Luen Do. 2022. **Designing and Studying Social Interactions in Shared Virtual Spaces using Mobile Augmented Reality.** *ACM CHI 2022 Workshop on Social Presence in Virtual Event Spaces.* [Workshop Paper]

[5] Torin Hopkins, Rishi Vanukuru, Suibi Che-Chuan Weng, Amy Banic, & Ellen Yi-Luen Do. 2022. **Augmented Personification of Intelligent Music Tools for Creativity and Collaboration.** *ACM CHI 2022 Workshop on Intelligent Music Interfaces.* [Workshop Paper]

[4] Torin Hopkins, Suibi Che-Chuan Weng, Rishi Vanukuru, Emma Wenzel, Amy Banic, & Ellen Yi-Luen Do. 2022. **How Late is Too Late? Effects of Network Latency on Audio-Visual Perception During AR Remote Musical Collaboration.** *In 2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW).* [Poster]

[3] Rishi Vanukuru, Amarnath Murugan, & Jayesh Pillai. 2020. **Dual Phone AR: Exploring the use of Phones as Controllers for Mobile Augmented Reality.** *In 26th ACM Symposium on Virtual Reality Software and Technology (VRST '20).* [Poster]

[2] Rishi Vanukuru, Amarnath Murugan, & Jayesh Pillai. 2020. **Dual Phone AR: Using a Second Phone as a Controller for Mobile Augmented Reality.** *In Adjunct Publication of the 33rd Annual ACM Symposium on User Interface Software and Technology (UIST '20 Adjunct).* [Demo]

[1] Rishi Vanukuru. 2020. **Accessible Spatial Audio Interfaces: A Pilot Study into Screen Readers with Concurrent Speech.** *In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20).* [Student Research Competition]

Awards

Institute Silver Medal, IIT Bombay (1st rank in the M.Des program) *2020*
1st Position, CHI Student Research Competition (Graduate category) *2020*

Teaching & Service

Teaching Assistant: DE677 - Design for Virtual Reality *(2020)*, DE681 - Design for Immersive Media *(2019)*,
CE102 - Engineering Mechanics *(2018)*

Organiser: Lead for Virtual Operations, IndiaHCI 2020

Student Volunteer: UIST 2020, IndiaHCI 2019, TypoDay 2019

Student Mentor: Indian Institute of Technology Bombay, 2016 - 2018

Technical Skills

Programming: C++, C#, R

Web Development: HTML, CSS, Javascript

Software: Unity, Adobe Suite, FL Studio

XR Development: Windows Mixed Reality, HTC Vive, Nreal Light, Google VR, ARCore