

Rishi Vanukuru

Immersive Media, Creativity, Collaboration

✉ rishi.vanukuru@colorado.edu

🌐 rishivanukuru.com

Education

ATLAS Institute, University of Colorado Boulder PhD, Creative Technology & Design	2022–
IDC School of Design, IIT Bombay Master of Design, Interaction Design	2018–2020 CGPA: 9.59/10
Indian Institute of Technology Bombay Bachelor of Technology, Civil Engineering, Minor in Design	2014–2018 CGPA: 9.12/10

Experience

ATLAS Institute, University of Colorado Boulder Research Assistant Mixed Reality Remote Musical Collaboration (<i>Ericsson Research</i>) DIY Data Visualization for Young Children (<i>NSF EAGER</i>)	<i>01/2022 - Present</i> Advisor: Dr. Ellen Yi-Luen Do
Indian Institute of Technology Bombay Research Associate Supporting Remote Learning with Mobile Augmented Reality	<i>09/2020 - 04/2021</i> Advisor: Dr. Jayesh Pillai
Laval Institute, Arts et Métiers, France Research Intern Studying Creativity and Design in Virtual Reality	<i>05/2019 - 07/2019</i> Advisor: Dr. Simon Richir

Publications

- [9] Sylvain Fleury, Rishi Vanukuru, Charles Mille, Killian Poinot, 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