

GEORGE PANICKER

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OBJECTIVE:

I'm a fresh Bangalore based professional skilled in g New Media art, Creative Technology and Computational design, with growing interest in Earth system processes. My work spans media, creative coding and design for applications at scale, ranging from immersive room installations to embedded system programs.

EDUCATION:

Degree: Bachelor's in Design, Industrial arts and Design Practices

Institution: Srishti Institute of Art, Design and Technology

Major: Industrial Design

Minor: Computational and Generative media

CGPA: 8.38

SKILLS & ABILITIES:

Python • Touchdesigner • PureData • SuperCollider • Unreal Engine • Vensim • Systems modelling • Biosignal acquisition • Arduino and electronics prototyping • Tangible and physical computing • Generative design • ESP32 • GLSL • ChuckK • C++ • MAX/MSP 8 • VVVV Gamma • Reaper DAW

EXPERIENCE:

New Media Artist in Residence,
[ZKM Karlsruhe](#)

5.2025 –
8.2025

- Selected Artist in Residence for the BangaloreResidency-Expanded Program 2025
- Researching the use of spatial sound, Computational music and mental health in the context of schooling, colonialism and subaltern feminism under the guidance of Lea-Luka Sikau at the ZKM Hertz Lab
- Created a FM synthesis based spatial composition piece using the multi-channel spatial music system with Reaper, Digitone 2 and the Zirkonium software. Implemented many of Curtis Roads' ideas surrounding multi-scale organization, sound-mass clouds and spatial chords in the piece.
- Wrote a DMX patch in Touchdesigner to control the lighting system in Kubus dome
- I helped my friend Rochelle Tham from CCRMA with her installation by writing simple bichannel communication protocols in Max 8 to remotely communicate Game controller data.

Research Collaborator,
[Critical Media Lab](#)

12.2024 –
11.2025

- Research Collaborator for the [Agri-cultures and Elemental Exchanges](#) project's Bengaluru Field Workshop
- Worked under the leadership of Dr. Jamie Allen and Dr. Vijay sekho
- Assisted Dr. Jamie in navigating the intricacies and eccentricities of Data activism using Hypermedia and FOSS development for the context Indian Subcontinent.

Creative Technologist (Contract),
[Echoes of the Earth](#)

12.2024

- Setting up an IR tracking system that feeds into a pixel mapping installation hung from a Ficus tree for the Berlin based New Media Art group, "[Grama Collective](#)"
- Testing the volumetric display tech from AOshowLED via Winfred Nak's Galaxy 3d Touchdesigner patch.

Creative Technologist (Contract),
Craftech 360

08.2024 –
11.2024

- Working on sensor integration (RPLidar A1-S1, Leapmotion, Kinect Azure, Webcam)
- Using external libraries in python such as OpenCV, NumPy, matplotlib etc
- Tweaking, debugging and rebuilding custom Touchdesigner plugins in C++
- Participating in client pitch meetings and creative brainstorming
- Projection mapping, 2d pixel mapping, 3d volumetric mapping ([Craftech Nebula Pro](#))
- Building automated workflow modules and custom components
- Protocol bridges in TUIO, Spout, MIDI, OSC, NDI etc.
- Batch file/command line execution
- Working with microcontrollers and embedded system modules such as esp32 TTGO
- Debugging installations both onsite and remote via Remote Desktop View
- Patch cleanup, optimization and resilience engineering.
- API calls to LLM models like Google's Gemini Pro
- Porting multi-pass GLSL shaders from Shadertoy into Touchdesigner

Neurohaptics Researcher,
[Compossible Umewelten](#)

12.2023 –
01.2024

- Consulted on Speculative Haptic musical systems
- Attempted to conceptualize a speculative waveform description language for tactile compositions
- Researched open source biosignal acquisition formats

Creative Technologist Intern,
[Mantis Shrimp Creative](#)

06.2023 –
08.2023

- Conceptualization and prototyping of RFID based Installation with Raspberry Pi
- Data channelling and instrumentation of Kuka Robot
- Worked on an interactive installation for the release of a limited edition vodka by Johnnie Walker, in collaboration with Air-ink and Shilo Suleman
- Data channeling and instrumentation of Kuka Robot

Assistant Researcher,
[The Indian Sonic Research Organization](#)

09.2022 –
06.2023

- Worked under the India New Media Artist and Hackteria founder Yashas Shetty
- 3d printing and prototyping of OpenBCI Ganglion 4 channel headset for musical applications and therapy while assisting Neuroscientist Nikhil Prabhu
- Setting up of ecological soundstream with Hannah Kemp from [CriSap](#), UAL and Grant Smith from [SoundTent](#) for the [Acoustic Commons Network](#)
- Prototyping biofeedback-based interactions with EMG sensors (MYOWARE)
- Coordinated the final design and development of the [IMMSANE website](#) for Yati Durant and Andre Bellmonte from the Zurich University of the arts

ACHIEVEMENTS

- Speaker at the First ADCx (Audio Developer conference) held in India in 2024, [on Generative music and Indian philosophy for building new musical systems](#) and interfaces
- [National Semifinalist, EY “Enter the Metaverse” Hackathon 3.0](#) (2022)

PUBLICATIONS:

Nil.

VOLUNTEERING & EXTRACURRICULARS

- Participated in [Befantastic’s](#) yearlong program [“C3” \(codes, creatives, communities\)](#)
- during my gap year (2021-2022), working on “The reading Room”, a ZKM Karlsruhe funded AR and spatial narrative story platform with a variety of New media artists, creative technologists and tech-art practitioners from India and around the world.
- Worked as a part-time graphic designer in my second year (2020-2021) for [Young India Foundation](#), and designed successful campaigns for electing Bahujan (lower caste) candidates to their relevant constituencies.
- Visiting Faculty on Computational Design at Somaiya school of Design in Mumbai (India partner for MIT’s How to Grow anything Global classes) , in conjunction with the faculty from India’s only DIY synthetic biology lab, [BIORIIDL](#). The class was a two day workshop on simulating life-like processes in the Visual programming environment Touchdesigner.