

Aakarsh Singh

New Media Artist & Creative Technologist

✉ aakarsh@nyu.edu 📞 +1 469 844 1394 🌐 aakarsh.dev

SELECTED EXHIBITIONS & PERFORMANCES

2026

Dark Mofo (Live Visuals), Night Mass: Dead End, Hobart, Tasmania, Australia

I only experience things in latent space now. (Screening), Shortwave x Soft Centre, Sydney Opera House, Sydney, Australia

To Water A Dying Garden (Group Exhibition), Rizq Art Initiative — “In Good Company”, Abu Dhabi, UAE

2025

LAND (Screening), Ars Electronica Festival, Linz, Austria

LAND (Screening), NYUAD Capstone Exhibition, Abu Dhabi, UAE

Climate Cartographies (Performance), Alserkal Avenue, Dubai, UAE

Spoon Spade Shovel (Live A/V Performance), Jameel Arts Centre Youth Takeover, Dubai, UAE

2024

MUTEK.AE (Live A/V Performance), Dubai, UAE

Re:Fest (Group Screening), CultureHub, New York, NY

ArtsIT (Group Exhibition), 13th EAI International Conference, Abu Dhabi, UAE

MiZa Showcase (Installation), MiZa, Abu Dhabi, UAE

2023

MANIFEST:IO (Group Exhibition), Alte Münze, Berlin, Germany

Collaborative Arts Fall Show (Installation & Performance), NYU Tisch, New York, NY

Real Art (Interactive Installation), Louvre Abu Dhabi University Takeover, UAE

2022

Fuji Rock Festival (Electronicos Fantasticos), Niigata, Japan

RESIDENCIES & PROFESSIONAL DEVELOPMENT

2025

Architectural Association Visiting School, *Playful Cartographies*, Warsaw, Poland

Architectural Association Visiting School, *Climate Cartographies*, Dubai, UAE

DWeb for Creators, Gray Area Foundation, San Francisco, CA (Remote)

2024

XR Research Fellowship, NYU Tandon @ The Yard, Brooklyn, NY

2022

Studio Associate, Electronicos Fantasticos (Ei Wada), Tokyo, Japan

PROFESSIONAL EXPERIENCE

XR Software Engineer

Remote

Date 0:0 (Artists Sara Niroobakhsh & Wafaa Bilal)

August – December 2025

Lead developer for MR/VR application using Unity and Meta XR SDK for multi-device gallery installations.

Technical Associate

Electronicos Fantasticos (Ei Wada)

Tokyo, Japan

June – August 2022

Performance preparation for Fuji Rock Festival; electronics setup, improvised composition, and electromagnetic instrument development.

TEACHING

Instructor & Curriculum Developer

Architectural Association Visiting School

Warsaw, Poland

July 2025

Designed and taught a game engine-based art workshop on spatial storytelling and interactive media for international architecture and PhD students.

Instructor & Curriculum Developer

HLAB

Tokyo, Japan

August 2022, 2024

Created and taught original syllabi on “New Media Art” (2022) and “Hyperreality, AI-generated content & the Metaverse” (2024) to high school students; fully funded teaching fellowship.

PRESS & PUBLICATIONS

“Spoon Spade Shovel” is a layered Youth Takeover of Dubai’s Jameel Arts Centre. *Dazed MENA*, May 14, 2025.

AA Visiting School: Playful Cartographies. *e-flux Announcements*, 2025.

UAE: What does it mean to be human? University students answer through AI art, interactive exhibits. *Khaleej Times*, March 9, 2023.

Louvre Abu Dhabi concludes first edition of ‘University Take Over the Museum’ programme. *Emirates News Agency (WAM)*, March 8, 2023.

AWARDS & GRANTS

NYU Abu Dhabi Full Ride Scholarship, 2021–2025

NYU Abu Dhabi Summer Research Grant, 2024

NYU Abu Dhabi Summer Internship Grant, 2022

EDUCATION

New York University Abu Dhabi

Abu Dhabi, UAE

B.A. in Interactive Media, cum laude, May 2025

Minors: Computer Science, Art History, Sound Computing

TECHNICAL SKILLS

Creative Coding: Processing, p5.js, Three.js, A-Frame, WebGL, HLSL, TidalCycles

Game Engines & XR: Unreal Engine, Unity, Meta XR SDK

3D & A/V: Maya, Cinema4D, Blender, TouchDesigner, Max/MSP, Ableton

Specialized Techniques: Motion Capture, Volumetric Capture, Photogrammetry, Shader Programming, AI Model Training (LoRA/Stable Diffusion), Real-time Rendering

Web & Software Development: TypeScript, React, Next.js, Node.js, Python, C++, C#, Firebase, Docker