

Amay Kataria

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EDUCATION

MFA, Art and Technology Studies, *Expected Graduation, 2019*
School of the Art Institute of Chicago

Grants: Bajaj Art Scholarship for Excellence (2019), Shapiro Research Level-Up Grant (2018)

Light kit development, Expanded and engineered new light kits for Jan Tichy's Digital Light Projection class at SAIC for Fall 2018.

Teaching Assistant: Digital Light Projection with professor Jan Tichy, Interactive Art and Intro to Computer Vision and Machine Learning with professor Christopher Baker. Kinetics and Computer Control with professor Jacob Tonski, *2017 - 2018*

Lab Assistant: Electronics and Kinetics Lab Assistant, 2017 - 2018

B.S., Computer Engineering, *December 2012*

Virginia Tech

Concentration in embedded systems, hardware-software design, data structures & algorithms, and interdisciplinary product design.

CGPA: 3.84, Rank: 6/126, Summa Cum Laude

Honors & Awards: Bernard Silverman, Byron M. & Helen S. Brumback, Gilbert L. and Lucille C. Seay, MR. and CP. Staley Memorial, Litton Industries, Benjamin F. Bock, James Milton Beattie Jr.

SKILLS

Languages

C++, Javascript, Solidity, C#, C, Objective-C, Java, PureData

Tools

OpenFrameworks, Rhino, Processing, Git, Arduino, RaspberryPI, Unity, ReactXp, React, React-Native, HoloLens, AngularJS, EmberJS, Bootstrap

Design/Sound

Sketch, GIMP, Adobe Photoshop, Sonic Pi, Ableton Live, Logic

SELECTED EXHIBITIONS & AWARDS

2019

Kamalnayan Bajaj Art Gallery, Mumbai, India

Exhibited two new works, Babble Wall and Figments of Attention for the exhibition, Future is Here: Art & Technology in a Millennial Age.

2018

Art Center Nabi Residency, Seoul, Korea

Completed a 6-week [residency](#) at Art Center Nabi this summer. Exhibited (GROOVE) Body at Nabi Artist Residency exhibition in Seoul.

Art-A-Hack Thoughtworks Residency, New York City, NY

Completed a 5-week collaborative [residency](#) this summer to develop a project on Climate change.

Ethereal Summit, New York City, NY

Exhibited work as a visiting artist for Art & Blockchain conference in New York as part of the maker-space hosted by New York based artist, Jessica Angel.

Waveforms, Experimental Sound Studio, Chicago, IL

Exhibited the sound installation, Bad Breath in a group show.

MFA Thesis Show, Sullivan Galleries, Chicago, IL

Developed Small-Pop Hypothesis, a collaboration with Galen Odell-Smedley, a 2nd year Sculpture student from SAIC.

Algomotion, SAIC, Chicago, IL

Art & Technology Studies exhibition

Save Lives Charity Event, Lincoln Hall, Chicago, IL

Art auction for charity

2017

Creative Coding Exhibition, SAIC, Chicago, IL

Art & Technology Studies exhibition

Answering Machine, SAIC, Chicago, IL

Art & Technology Studies exhibition for 1st year students

2016

Microsoft //oneweek Hackathon Science Fair, Seattle, WA

Led the development for a HoloLens project called EarthLens, which got selected to be shown in the concluding exhibition.

Startup Weekend with music vertical, Seattle, WA

Exhibited Magic Mic

2015

Burning Man, Black Rock City, Nevada

Collaborated with SeaWeed camp to exhibit a piece called Chapel of Meditation as part of the Carnival of Mirrors theme.

2007

Future Cities 2050, Washington DC

After winning an all-India competition called Future Cities 2020, our team of 4 students were invited to United States to present our designs in the Future Cities 2050 competition in Washington DC.

WORK EXPERIENCE

Software Engineer, Skype for Consumers, Microsoft, 2014 - 2017 Seattle, WA

- Worked across CoreUI, Messaging, and Fundamental squads to develop high-impact features for the next-gen Skype client shipped on iOS and Android platforms in June, 2017.
- Contributed to ReactXp, an open-source platform based on React and React-Native developed by Microsoft for cross-platform application development using Javascript.
- Developed distributed scalable backend applications like Skype's feedback service and machine learning driven Skype bots. Integrated Microsoft's bot infrastructure into next-gen Skype client's user interface.
- Architected and developed the complete Accessibility platform for next-generation Skype on ReactXP and collaborated with all the Skype team to make the application accessible.

Software Engineer, Skype for Business, Microsoft, 2014 Seattle, WA

Shipped a companion mobile web app for iOS, Android, and Windows Phone, which communicated with an embedded hardware device via bluetooth to make scheduling and attending Skype meetings portable.

Software Engineer, Windows Hyper-V, Microsoft, 2013 Seattle, WA

Developed next-gen test tools for Virtual Machine creation and deployment in Hyper-V in C#.

Software Engineering Intern, Qualcomm, May 2012 - August 2012 San Diego, California
Developed Object-Oriented C++ test code for testing Qualcomm's proprietary messaging interface between modem and application processors on Windows phone.

Systems Solutions Engineering Intern, Harris Corporation, Spring 2010 Lynchburg, VA
Implemented Land Mobile Radio systems by utilizing company proprietary software called RAPTR for Public Safety Communication Networks in United States states and counties.