

# AISHWARYA TIWARI

Interactive Digital Artist

---

Brooklyn, New York | 347-873-9816 | [aishwarya.tiwari29@gmail.com](mailto:aishwarya.tiwari29@gmail.com) | [www.ashtiwari.design](http://www.ashtiwari.design)

**SKILLS** **Creative Languages & Software:** JavaScript, React, Redux, Unity Game Engine C#, HTML, CSS  
**Experiences:** Augmented Reality, Virtual Reality, Sensor-based Interactives

**EXPERIENCE** **Interactive Digital Artist**, Moey Inc. — July 2021- Present

- Designed compelling visuals and navigation tools for interactive digital interfaces, such as kiosk systems and cash registers, implemented across 10+ U.S. museums and national parks, improving user experience
- Designed 10+ interactive games and exhibits that use artistic visuals/graphics and cutting-edge technology such as multi-touch tracking, body-tracking and gesture recognition
- Designed and implemented large-scale exhibits to provide unique visual experience and interaction systems, by using complex technology such as training AI/machine learning models and using depth cameras to implement hand-tracking.
- Designed improvements in show-control features for exhibits using expertise in automating light fixtures and utilizing Phidget microcontrollers.

**Electronics Workshop Leader**, Institute of Fine Arts NYU — May 2022, Freelance

- Planned and facilitated *Art with a Plug* workshop, educating art conservation professionals from 13+ countries about electricity and electronics in the context of modern and contemporary art.
- Led hands-on seminars on the basic principles of electricity, power supplies, soldering, circuits, circuit schematics, and electronic components along with an introduction to programming microcontrollers (Arduino) and the operation of electronic test equipment, such as digital multimeters, oscilloscopes, and sensors.

**Graduate Research & Teaching Assistant**, NYU Tandon — Oct 2020 - May 2021

- Contributed to a scientific paper published by ACM on solar-powered expressive wearable systems.
- Supported advanced research of electronic solar wearables with experimental design & result tracking using C++, Arduino and Raspberry Pi.
- Prepared tutorials & educated undergraduate students on programming basics for Arduino microcontrollers.
- Assisted in setting up a program for sustainable prototyping, researching & implementing systems to minimise and reuse electronic waste.

**Communications Assistant**, NYU Wasserman — Feb 2020 - May 2020

- Designed social media content and print collateral materials and coordinated branding across multiple communication channels.

**EDUCATION** **Master of Science, Integrated Digital Media**, NYU Tandon School of Engineering

- GPA: 3.9, Graduate Scholarship Recipient

**Bachelor of Engineering, Computer Science**, BITS Pilani

**VOLUNTEER** **Lead Designer**, Design for America — Sep 2019 - Aug 2020

- Implemented service design thinking in the creation and organisation of ideas & events to help destigmatise mental health and make wellness services more accessible to the NYU student body.