

# Ranjodh Singh Dhaliwal

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213 Decio Hall,

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## PROFESSIONAL APPOINTMENTS

**Ruth and Paul Idzik Collegiate Chair of Digital Scholarship,  
Assistant Professor of English, and Concurrent Assistant Professor of Film, Television, and Theatre,  
University of Notre Dame, Fall 2021 – Present**

Affiliate: Idzik Computing and Digital Technologies Program,  
The Notre Dame Initiative on Race and Resilience,  
The Notre Dame Technology Ethics Center,  
The Program in History and Philosophy of Science and  
The Lucy Family Institute for Data & Society.

## EDUCATION

### University of California, Davis

Ph.D. in English Language and Literature with a Designated Emphasis in Science and Technology Studies (STS), Sept 2015 – June 2021.

Dissertation Title: “Rendering the Computer: A Political Diagrammatology of Technology”

Dissertation Committee: Prof. Colin Milburn (Chair), Prof. Timothy Lenoir, Prof. Joseph Dumit, and Prof. N. Katherine Hayles (Duke, UCLA)

### School of Criticism and Theory, Cornell University

Certificate, Program of 2021.

### University of Chicago

Graduate Student at Large, 2013-2014

### Indian Institute of Technology, Indore

B.Tech. in Computer Science and Engineering, 2009-2013

## RESEARCH AND TEACHING FIELDS

Critical Media Theory; Science & Technology Studies; History of Computing; 20<sup>th</sup> and 21<sup>st</sup> century Art, Literature and Media; Political Economy and Race; Digital Humanities; Videogame Studies; SF Studies

## PUBLICATIONS

‘On Addressability, or What Even is Computation?’ *Critical Inquiry*, Autumn 2022 49:1, 1-27

- Winner of the SLSA Bruns Essay Prize 2020
- Winner of the 2021 Graduate Writing Award from the Media, Science, and Technology Scholarly Interest Group of the Society of Cinema and Media Studies

‘Playing with Oneself: Six Notes on Fantasies and Frustrations of Famous Footballers’, *EA Sports FIFA: Feeling the Game*, edited by Raiford Guins, Henry Lowood, and Carlin Wing, Bloomsbury Academic Publishing, 2022, pp. 145–160.

‘The Cyber-Homunculus: On Race and Labor in Plans for Computing’ *Configurations*, 2022 30:4 (in production)

‘Join the Fold: Video Games, Science Fiction, and the Refolding of Citizen Science’ (with Colin Milburn, Katherine Buse, Melissa Wills, Raida Aldosari, Patrick Camarador, Justin Siegel, Seth Cooper, and

- Josh Aaron Miller) *Design Issues*, for a special issue on ‘Critical Game Design’ co-edited by Jim Malazita, Elizabeth LaPensée, and Casey O’Donnell, Fall 2022 (in production)
- ‘What do we critique when we critique technology?’ [Review Essay on Thomas S. Mullaney, Benjamin Peters, Mar Hicks, and Kavita Philip, *Your Computer Is On Fire*; Precarity Lab, *Technoprecarious*; Nanna Bonde Thylstrup, Daniela Agostinho, Annie Ring, Catherine D’Ignazio and Kristin Veel, *Uncertain Archives: Critical Keywords for Big Data*] *American Literature*, for a special issue on Artificial Intelligence, co-edited by Rita Raley and Jennifer Rhee, Fall 2022 (in production)
- ‘Science Fiction, Simulation, Code: Transmedia Design in the *Foldit* Narrative Project,’ (with Katherine Buse) *Imagining Transmedia* (Under peer-review at MIT Press) [forthcoming in 2023]
- ‘Organic Division of Labor - Ergonomics/Cybernetics of Labor - Refraction of Labor,’ *Informatics of Domination*, edited by Zach Blas, Melody Jue, and Jennifer Rhee. (Under contract with Duke University Press) [forthcoming in 2023]
- ‘Seeing with a Machine: Notes on Early Spatial Computing,’ *Designing the Computational Image*, edited by Theodora Vardouli and Daniel Cardoso Llach. (Under contract with AR + D (Applied Research + Design) Publishing) [forthcoming in October 2022]

## MANUSCRIPTS UNDER PREPARATION

### Books

- Neural Nets* (with Théo Lepage-Richer and Lucy Suchman) [Accepted for *In Search of Media* series co-edited by Götz Bachmann, Timon Beyes, Mercedes Bunz, and Wendy Hui Kyong Chun and co-published by Meson Press and University of Minnesota Press]
- Rendering: The Political Life of Computation*

### Articles and Essays

- ‘Data Narratives: Open Source Datasets, Loaded Pedagogies, and Social Media’
- ‘What is Inside the Machine?: Programming Folklore, Lacanian Tales, and Computer Science Fictions’
- “‘So bad, it’s good’”: Six Theses on Cringe’

## BOOK REVIEW

- ‘Everything the light touches is the other,’ a review of *Haunted Data: Affect, Transmedia, Weird Science* by Lisa Blackman. *Studies in the Fantastic* 10, no. 1 (2020): 97-100.

## FELLOWSHIPS

- Provost’s Dissertation Year Fellowship in the Arts, Humanities and Social Sciences, UC Davis: 2020-21
- Visiting Research Fellowship, Sonderforschungsbereich “Medien der Kooperation,” Universität Siegen (Special Collaborative Research Center “Media of Cooperation” at the University of Siegen), funded by the German Research Foundation (Deutsche Forschungsgemeinschaft, DFG): 2020
- Critical Theory Fellowship for the School of Criticism and Theory (Cornell), UC Davis: 2020-2021.
- Summer Dissertation Fellowship, Department of English, UC Davis: 2019, 2020
- Jeffery and Marsha Gibeling Fellowship, UC Davis: 2015-2016

## GRANTS, AWARDS, AND HONORS

### Individual Awards

- Edward Bruns Essay Prize for the best essay written by a graduate student member of the Society for Literature, Science, and the Arts (SLSA), for “On Addressability, or what even is computing?”: 2020
- Graduate Writing Award for the best essay written by a graduate student member of the Media, Science, and Technology Scholarly Interest Group in the Society of Cinema and Media Studies (SCMS), for “On Addressability, or what even is computing?”: 2021
- UCHRI Graduate Student Dissertation Support Grant: 2020–21

Linda Hall Library Travel Fellowship: 2020-21  
Exploratory Research Grant, Hagley Museum and Library: 2020-21  
Honors, Preliminary Examination, Department of English, UC Davis: Fields of American Literature (1945-Present), Postcolonial Literature, and Media Technologies: 2017

### **Collaborative Grants**

'Data Poetics' (with Matt Kilbane, Ashlee Bird, Katie Walden, and Scott Weingart), a convening grant from Lucy Family Institute of Data and Society, ND. \$5000. 2022-2024  
Transmedia Research Grant, Center for Science and the Imagination, Arizona State University (with Katherine Buse): 2020-21  
"Science/Fiction, Science/Media: Re-theorizing STS's Cultural Landscape," a multicampus graduate student working group. Grant Awarded by University of California Humanities Research Institute (UCHRI). 2018-2019. (with Katherine Buse)  
"Technoscience + Speculative Media Research Cluster," a Davis research cluster. Grant Awarded by Davis Humanities Institute (DHI). 2018-2019. (with Katherine Buse, Colin Milburn, and Kris Fallon)  
Game Studies Reading Group. Grant Awarded by the DHI. 2016-2017. (with Katherine Buse and Melissa Wills)

### **Other Awards**

'Beyond the Classroom Teaching Grant' from Associate Dean of Undergrad Studies: 2022  
Video Game Studies Special Interest Group Travel Grant, SCMS: 2020 (Declined after the conference was canceled due to novel Coronavirus/COVID-19)  
Summer Research Travel Award, UC Davis Department of English: 2019  
Travel Support by UC Davis Modlab for the Cardiff Science Humanities Summer School: 2019  
Nominated to represent UC Davis at the 2018 Global Humanities Campus, Freie Universität, Berlin. Financial support awarded by DHI and the International Thematic Network, *Principles of Cultural Dynamics*.  
Annette K Baxter Travel Grant, American Studies Association: 2018  
Travel Award (Datatopia Summer School), projekt bauhaus / KIT Chair for Theory of Architecture: 2018  
IKKM-Princeton Media Studies Travel Award, *Princeton-Weimar Summer School for Media Studies*: 2018  
Miller Travel Funds, UC Davis Dept of English: 2016, 2017, 2018, 2019  
NSF Travel award, SLSA: 2016, 2017, 2018, 2019  
NSF Travel award, SHOT: 2018  
SLSA Travel award, SLSA: 2016, 2017, 2018, 2019  
Travel Awards for Conferences: SCLA 2017, Post45 Symposium 2018  
UCHRI Travel Grant for *Humanists @ Work* Graduate Workshop, Silicon Valley: 2017

### **INVITED LECTURES**

"Address-Abilities" Digital Theory Laboratory, New York University. (Invited by Prof. Leif Weatherby) 4 December, 2023. (forthcoming)  
"Some (Programming) Folktales: The material-semiotic limits of professional discourse," Lecture + Conversation. Limits of Computation Workshop, University College London. (Invited by Guilherme Orlandini Heurich, UCL and Luis Felipe Murillo, Notre Dame Anthropology) March 2022.  
"Digital Media and Re-presenting Late Capitalism" for 'Screening Capital' course in Modern Culture and Media, Brown University. (Invited by Dr. Matthew Ellis) April 2022  
"Computer Science Fictions" American Seminar, Recruitment Day, Notre Dame English. Spring 2022.

- “T-Square, Spacewar!, and Interfaces of Early Spatial Computing.” Digital.Visual.Material Virtual Symposium, Carnegie Mellon University and McGill University. (Invited by Prof. Theodora Vardouli and Prof. Daniel Cardoso Llach) 28 May 2021.
- “The Many Definitions of a Computer.” Digital Studies Graduate Colloquium, University of Maryland. (Invited by Prof. Matthew Kirschenbaum) 5 March 2021.
- “The Cats and/of Neural Networks: Visual Cultures and Scientific Fights.” Art, Performance, and A.I. Laboratory, University of Toronto. (Lecture followed by a discussion with Karina Vold, Marie-Pier Boucher, and Peli Grietzer, invited by Douglas Echo) [Moved online due to COVID-19] 5 February 2021.
- “The Drama of Data Storytelling.” Data and Drama Working Group, The Centre for Digital Cultures (CDC), Leuphana University of Lüneburg. (Invited by Randi Heinrichs) [Moved online due to COVID-19] February 2021.
- “Stories we don’t tell: A narratology of data.” Sonderforschungsbereich ‘Medien der Kooperation’ Universität Siegen. (Invited by Prof. Carolin Gerlitz, Dr. Tobias Conradi, and Dr. Timo Kaerlein for the Collaborative Research Cluster) [Moved online due to COVID-19] 25 November 2020.
- “Lacan and Cybernetics in/of the Machine.” *Media and (New) Materialism* graduate seminar, Critical Theory, Cinema and Digital Media, and STS at UC Davis. (Invited by Prof. Timothy Lenoir) 23 April 2020.
- “On Interdisciplinary Research in Humanities.” *From Voting Rights to Video Games: First Year Research Seminar/course*, Undergraduate Research Center, Davis. (Invited by Samantha Snively) 18 October 2018.
- “Digitizing the Humanities, Humanizing the Digitization.” *From Pop Culture to Poverty: Discovering Research in the Humanities and Social Sciences* course, Undergraduate Research Center, Davis. (Invited by Victoria White) 7 February 2018.
- “Worlds (of Warcraft) and Lords (of the Rings): Videogames and/as Fantasy Literature.” *Literature of Fantasy and the Supernatural* course, UC Davis. (Invited by Prof. Michael Subialka) 7 November 2017.
- “Children’s Literary History: Mexican Politics, Porfirio Díaz and Pam Muñoz Ryan’s *Esperanza Rising*” *Children’s Literature* course, UC Davis. (Invited by Prof. Frances Dolan) 3 March 2016.

## INVITED PANELS AND WORKSHOPS

- ‘Doing Archival Research from afar,’ Research Tech Lab, Sonderforschungsbereich ‘Medien der Kooperation’ Universität Siegen. (Invited by Dr. Timo Kaerlein and Gaia Mosconi for the Collaborative Research Cluster). [Moved online due to COVID-19] 17 November, 2020
- ‘Writing a prospectus, Finding a Committee.’ Prospectus Workshop, UC Davis English. 8 January 2019.
- ‘On Preliminary Exams.’ Introduction to Graduate Studies in English course, UC Davis. 4 December 2018
- ‘Websites 101.’ Scholars’ Symposium, English Graduate Students Association, UC Davis. 5 February 2019.
- ‘Social Media, Networking & You.’ Scholars’ Symposium, English Graduate Students Association, UC Davis. 1 November 2018.
- ‘Rethinking Professionalization and Research.’ Scholars’ Symposium, English Graduate Students Association, UC Davis. 27 Feb 2018.

## SELECTED CRITICAL MAKINGS AND GAME DESIGN PROJECTS

- [In Development] Lead developer for “Narrativizing Citizen Science Games” in National Science Foundation (NSF) Award #1627539 for ‘Enhancement of Foldit’ (working with Colin Milburn, Justin Siegel, Melissa Wills, Katherine Buse, Seth Cooper, and Josh Aaron Miller.)  
Modlab and Genome Center, UC Davis. Summer 2017 – Present  
Northeastern University, UC Davis, and University of Notre Dame. Fall 2021 – Present
- Exhibited at ‘SLSArcade,’ *SLSA 2019*, Irvine, California. 9 November 2019.
- Project director for *Frack! the Game*. (working with Joseph Dumit)  
Modlab. Summer 2016- Winter 2017, Winter 2018 – Fall 2019

Lead Designer for *Free Market*. (working with Joy Miller and Jacob Hagelberg)  
Alternate Reality Game (ARG) at UC Davis. Winter 2017

## ACADEMIC EVENTS ORGANIZED

- Organizing and Hosting 'Re:Compute : Media Technologies and Alternate Futures' One-day interdisciplinary symposium ft. Alex Galloway, Rita Raley, Patrick Jagoda, Markus Krajewski, Finn Brunton, and Nathan Ensmenger, with the help of seven different units on Notre Dame. 23 September, 2022 (forthcoming).
- 'Life in Pixels,' a transdisciplinary series of conversations with support from the Ruth and Paul Idzik College Chair in Digital Scholarship, the Program in History and Philosophy of Science, the Lucy Family Institute for Data and Society, Navari Family Center for Digital Scholarship, and the Department of Film, Television, and Theatre at the University of Notre Dame, featuring Wendy Chun, Matthew Kirschenbaum, Jessica Pressman, Seb Franklin, Jonathan Beller, Armond Towns, Ramon Amaro, Nicole Starosielski, and David Cecchetto. Spring 2022.
- Co-hosted, with Kate Marshall, and with the help of the Department of German and Russian, Bernard Geoghegan (King's College, London) at Notre Dame, talking about 'Administrative Detours-in-Being: Roman Catholic Political Form and German Media Theory.' April 2022.
- Hosted Jordan Carroll (University of Puget Sound) talking about 'Reading the Obscene: Transgressive Literature and Editors in late 20th century American publishing.' Notre Dame English. March 2022.
- Co-organized and co-chaired a roundtable 'New Mediations: Between Images and Structures' (with Mel Hogan.) featuring Richard Grusin, Yuriko Furuhashi, Liam Cole Young, and Kyle Stine. *Meeting of the Society for Cinema and Media Studies 2022*. Chicago. 31 March-3 April 2022.
- Co-organized 'Techno-Urban Entanglements,' an international, virtual workshop for the research network, *Speculative Ordinaries*. University of Notre Dame and Leuphana University of Lüneburg. 13<sup>th</sup> December, 2021
- 'Making and Doing History: On Non-Traditional Modes of Critical Engagement,' an unconventional session. Joint FUTURES roundtable/discussion session for the plenary slot at *History of Science Society (HSS)* and *Society for the History of Technology (SHOT)* conferences 2021. New Orleans, Louisiana, featuring Laine Nooney, Mar Hicks, Bess Williamson, Whitney Pow, and Xiaochang Li. (co-conceptualized, co-organized, and co-chaired with Crystal Lee.) [Postponed to 2021 due to novel Coronavirus/COVID-19] October 2021
- 'Rendered Worlds: New Regimes of Imaging,' a public seminar with support from Digital Aesthetics Workshop, Stanford Humanities Center and the departments of Cinema and Digital Media (CDM), English, and STS at UC Davis, featuring Shane Denson, Bernard Geoghegan, and Deborah Levitt. (co-organized with Shane Denson and Hank Gerba) 23 October 2020.
- 'Cities & Computers,' a public seminar with support the program in Science and Technology Studies (STS), UC Davis, featuring Shannon Mattern, Yuriko Furuhashi, and Brian House. 4 December, 2020.
- 'Computational Media Stream,' a stream of panels on Computational Media Studies. *Society for Literature, Science, and the Arts (SLSA) 2022 Conference*. (co-conceptualized and co-organized with Théo Lepage-Richer.) [Originally planned for 2020 but moved to 2022 due to novel Coronavirus/COVID-19] October 2022.
- 'Computational Media: Theories, Methods, Futures,' a seminar at the *Meeting of the Society for Cinema and Media Studies 2020*. Denver, Colorado. [Truncated due to novel Coronavirus/COVID-19] 5 April 2020.
- 'Technocultures Workbench: Making and Thinking Futures,' a workshop with support from the Department of Film and Media at UC Berkeley, UCHRI, and DHI, UC Berkeley, featuring Jacob

- Gaboury, Stephanie Boluk, and Patrick LeMieux. (assisted lead-organizers Katherine Buse, Samuel Pizelo, Kris Fallon, and Jacob Gaboury) 13 September 2019.
- ‘EcoGaming Open House,’ an eco-games exhibit with support from ASLE, STS Program UC Davis, Modlab, and DHI. *ASLE Conference Cultural Cranl*. Modlab, Davis, California. (curated with Alenda Chang and Katherine Buse) 28 June 2019.
- ‘Futurity Factory: Science, Technology, and Speculative Media,’ a symposium with support from the STS Program, DHI, UCHRI, and departments/programs of English, CDM, Cultural Studies, and Critical Theory, UC Davis, featuring Patrick Jagoda, Lindsay Thomas, and 19 faculty members from Davis. (with Katherine Buse and Colin Milburn) 22 February 2019.

## ACADEMIC PRESENTATIONS

- Co-organizing (with Fabian Offert) a “New Techno-Critical Methodologies in AI Studies” stream at the Society for Literature, Science, and the Arts (SLSA) annual conference, Purdue University, 2022.
- Co-organized and chaired a series of open panels under the ‘Computational Media Technologies: Computing and Critique Beyond Disciplinary Configurations’ (with Théo Lepage-Richer.) Presented “Fans, Fans Everywhere: Towards a thermal media theory of computation” *Society for Social Studies of Science (4S) conference 2021*. Toronto, Canada. [Moved online due to novel Coronavirus/COVID-19] 6-9 October 2021.
- Chaired the panel on energy, crises, and literature *Society for Literature, Science, and the Arts (SLSA) 2021 Conference*. Ann Arbor, Michigan. [Moved online due to novel Coronavirus/COVID-19] 20 September -3 October 2021.
- Co-organized the panel “‘Of Digital Computers Called Brains’: Rehistoricizing (Mis)conceptions of Machine Intelligence’ (with Théo Lepage-Richer.) Presented “Daemons @ Work: Conceptions of labor in intelligent machines, from Babbage to Selfridge” *Society for the History of Technology (SHOT) 2021 conference*. New Orleans, Louisiana. [Postponed from 2020 to 2021 and moved online due to novel Coronavirus/COVID-19] October 2021.
- “Symbols and Spaces: On address grids of computational media” *Off the Grid – Geomedial 2021*. University of Siegen, Germany. 5-8 May 2021.
- Co-organized the panel ‘Re-animating the Sociocultural Life of Computer Graphics’ (with Akshita Sivakumar.) Presented “Render This!: On Computational Architectures and Graphical Processing” *European Association for the Study of Science and Technology (EASST) and Society for Social Studies of Science (4S) joint conference 2020*. Prague, Czech Republic. [Moved online due to novel Coronavirus/COVID-19] 18-21 August 2020.
- Co-organizing the panel ‘Technologies of Vision or Envisioned Technologies?: On Computation and Visual Knowledge’ (with Théo Lepage-Richer.) Presenting “Vision as Computation, or why do computers like drawing images?” *The European Network for Cinema and Media Studies (NECS) 2020 conference*. Palermo, Italy. [Postponed to 2021 due to novel Coronavirus/COVID-19] 18-20 June 2020.
- “Analog/Digital/Quantum: On Computation as a Medium” *[Blank] as Medium Conference*. University of California, Berkeley. [Postponed due to novel Coronavirus/COVID-19] 17-18 April 2020.
- Co-organized the panel ‘Extensions of the Nonhuman: Models of Media in a Machinic Present’ (with Alexander Campolo.) Presentation “The Logic of the Graphic” *Meeting of the Society for Cinema and Media Studies (SCMS) 2021*. Denver, Colorado. [Postponed to 2021 due to novel Coronavirus/COVID-19] 17-21 March, 2021.
- “Against Fascination, or why need to break these graphics” *Rendered Worlds: New Regimes of Imaging*. Stanford University and UC Davis, California. [Moved online] 23 October 2020.
- Co-organized the panel ‘LUDIC/EXPERIMENTING’ (with Patrick Jagoda.) Presented “Playing with Oneself: Sports, Games, and Experiments” *Society for Literature, Science, and the Arts (SLSA) 2019 Conference*. Irvine, California. 7-9 November 2019.

- “Graphic Cards/Graphic Cultures: A Distention Beyond Display” *Technocultures Workbench: Making and Thinking Futures*. Berkeley, California. 13 September 2019.
- “Speculative Media and Epistemic Change” (with Katherine Buse.) *Meeting of the Society for Social Studies of Science (4S) 2019*. New Orleans, Louisiana. 4-7 September 2019.
- “Greg Egan's *Permutation City* and the Cautionary Tale of Planet Lambert: The Role of Racial Imaginaries in Imagining and Sustaining Virtual World” *Association for the Study of Literature and Environment (ASLE) Thirteenth Biennial Conference*. Davis, California. 26-30 June 2019.
- “Man in the Machine: Computer Architecture and AI Narratives” while participating in the ‘*ScienceHumanities International Summer School*’ organized by Cardiff University. Cardiff, Wales. 20-24 May 2019.
- Co-organized the panel ‘Neural Media: On Neural Networks and New Data Practices’ (with Théo Lepage-Richer.) Presented “Artificial Intelligence or Ocular Intelligence? or how a neural imaginary shaped our visio-cognitive computational media” *SCMS 2019*. Seattle, Washington. 13-17 March 2019.
- “The Neural Imaginary: A Tale of Failure, Success, and Speculative Unmedia” *American Comparative Literature Association 2019 Conference*. Washington DC. 7-10 March 2019.
- “Inside the Machine: Lacan, von Neumann, and the Search for a Subject” *Futurity Factory: Science, Technology, and Speculative Media*. Davis, CA. 22 Feb 2019.
- ““As you'll see": Of Computer Spaces and Visual Experiments” *SLSA 2018*. Toronto, Canada. 15-18 November 2018.
- Co-organized the panel ‘Emergent Forms of Speculative Media’ (with Katherine Buse.) Presented “The Space Behind the Computer Screen: a Window into Another Dimension” *Meeting of the American Studies Association (ASA) 2018*. Atlanta, Georgia. 8-11 November 2018.
- “Computer Architecture, Neural Networks, and Spatiality of Cognition” *Datatopia Summer School*. Floating University, Berlin. 30 August-2 September 2018
- “The Cultural Dynamics of Contemporary Artificial Intelligence Boom” *Summer School 2018, Global Humanities Campus*. Freie Universitaet, Berlin. 23 July-5 August 2018.
- “The Rendering Equation: Bodies in Computer Graphics, a Technical Introduction.” while participating in the *Princeton-Weimar Summer School for Media Studies* organized by the Department of German, Princeton University and Internationales Kolleg für Kulturtechnikforschung und Medienphilosophie – IKKM, Weimar. Princeton University, New Jersey. 16-24 June 2018.
- “Predicting Images: Machinic constants, temporal variables” *Sensing Media*. The University of Chicago, Illinois. 20-21 April 2018
- “Renditions: Don DeLillo's *Point Omega* and Our Changing Media Landscapes” *Post45 Graduate Symposium*. Yale University, New Haven, Connecticut. 2-3 March 2018.
- “Playing with Fire(watch): Game Mechanics, Aesthetics, and the Trouble with Wilderness” *Society for Literature, Science, and the Arts 2017 Conference*. Tempe, Arizona. 9-12 November 2017.
- “Pessimism and Dystopia in Contemporary Glitch Art and Memes” *ASAP/9: The Arts of the Present/9*. Hosted in Oakland by University of California, Berkeley. 26-28 October 2017.
- “Reading Traces of the Digital: An Exploration into Methods of Reading ‘Data’” *Society for Comparative Literature and the Arts 2017 Conference*. Johns Hopkins University, Baltimore. 19-21 October 2017.
- “Reading Closed Surfaces and Distant Horizons: Of reservoirs and languages” *Tools of Transgression: Diverse Strategies in Comparative Methodologies*. UC Davis, California. 6-7 October 2017.
- “Macondo and Mumbai: How the Materiality of Forms Shapes Our Understanding of the Worlds in World Literature.” *World Literature and Global Core Texts*. SUTD, Singapore. 26-27 June 2017.
- “Visual Reserve of Events: Time, Memory, Deleuze, and Rendering Images.” *Animation and Memory*. Radboud University, Nijmegen, Netherlands. 21-23 June 2017.
- “Frames of Anticipation: The Digital Image and Affect.” *IMMERSe Network Conference 2017*. Carleton University, Ottawa, Canada. 7-9 June 2017.

- “Truth and Games in Data Structures and Kafka” *Truthiness: The 2017 Berkeley-Stanford Graduate Conference*. Stanford University, California. 29 April 2017.
- “Rendering nostalgia in gameplay: The aesthetics of making and using 3D maps for virtual time-travel.” *Society for Literature, Science, and the Arts 2016 Conference*. Atlanta, Georgia. 3-6 November 2016
- “Inverted Wing Backs- How football hipsters used automated creativity for a manual rebellion.” *Extending Play 3*. New Brunswick, New Jersey. 31 September-1 October 2016

## OTHER ACADEMIC EXPERIENCE

- Workshopped “The Infrastructural Unconscious” at the Linda Hall Library Works in Progress Seminar. 19 February 2021.
- Workshopped “Of Demons and Psychoanalysts” in the UCSD Science Studies Graduate Mini-Symposium. San Diego. 11-12 April 2019.
- Participated in the 2019 SSRC Fellow Seminar on “Mechanical Rules before Machines: Rules and Paradigms” with Prof. Lorraine Daston. 5 Feb 2019.
- Workshopped “1986: The Mirror Stage of the Digital Image” in the Graduate Student Workshop at *Society for the History of Technology Annual Meeting 2018*. St. Louis, Missouri. 11- 14 October 2018.
- Workshopped “Pointers and Positions: Experiments in Addressing the Memory” in the Works-in-Progress Session at *Stored in Memory: 10<sup>th</sup> Annual Conference of the Special Interest Group in Computing, Information, and Society*. St. Louis, Missouri. 14 October 2018.
- Participated in *Critical Code Studies Working Group 2018*. Humanities and Critical Code Studies (HaCCS) Lab at the University of Southern California: 15 January-5 February 2018.
- Participated in *Rosetta Bootcamp*. Organized by Rosetta Commons at Chapel Hill, NC: 7-12 January 2018.

## SELECTED RESEARCH EXPERIENCE

- Graduate Student Researcher**, ModLab and UC Davis Genome Center, UC Davis (with Colin Milburn), Various Projects: June 2016 – Dec 2016, July 2017 – March 2020.
- Graduate Student Researcher**, Data Science Initiative, UC Davis Library (with Carl Stahmer), English Broadside Ballad Archive and Quantitative Research Consulting: Jan 2017 – June 2017.

## PEDAGOGICAL EXPERIENCE

<b>University of Notre Dame</b>	Fall 2021 – Present
<b>Courses Taught (as an Instructor)</b>	<b>Fall 2021 – Present</b>
Computation and Culture (University Seminar)	Fall 2021
Critical Digital Studies	Fall 2021
Theories of Media and Technology	Spring 2022
Master’s Media: Race, Class, and the Technical Production of Difference	Fall 2022
Computation, Culture, and Critique	Fall 2022
<b>University of California, Davis</b>	Fall 2015 – Spring 2020
<b>Courses Taught (as an Instructor)</b>	<b>Fall 2018 – Spr. 2020</b>
Crisis! (English Introduction)	Spring 2020
Networks (to) Today (English Introduction)	Spring 2019
Hyper-Contemporary Literature (English Introduction)	Winter 2019
Corporate Tactics and Videogame Design (First Year Research Seminar co-taught with Prof. Joseph Dumit)	Fall 2018
21 <sup>st</sup> Century Literacies (University Writing Program)	Fall 2018
<b>Courses Taught (as a Teaching Assistant)</b>	<b>Fall 2015 – Spring 2016</b>
Foundations of Literary and Critical Theory (with Prof. Scott Shershow)	Fall 2015



Children's Literature (with Prof. Frances Dolan)	Winter 2016
Literatures in English III: 1900-Present (with Prof. Matthew Stratton)	Spring 2016

## ADVISING

<b>University of Notre Dame</b>	Summer 2021 – Present
<b>Masters Theses Advised (as a Reader)</b>	
Ukachi Irobereachi	Winter 2022
<b>PhD Students Advised (as a Committee Member)</b>	
Mayra Cano	Winter 2022 – Present
Kristen Carlson	Winter 2022 – Present
<b>University of California, Davis</b>	Summer 2016 – Fall 2021
<b>Undergraduate Teams Advised (as Research Director)</b>	<b>Summer 2016 – Fall 2021</b>
Narrativization of <i>FoldIt</i> . ModLab, UC Davis	Summer 2017 – Fall 2019
<i>Frack! The Game</i> . ModLab, UC Davis	Summer 2016 – Winter 2017, Fall 2018 – Fall 2019
‘Delete Your Account’: Elections and Twitter Data-mining	Winter 2016 – Spring 2017

## COMMITTEE SERVICE

Global Anglophone Job Search Committee, Department of English, University of Notre Dame, 2022-2023.  
 Website Redesign Committee, Department of English, University of Notre Dame, 2021-2022.  
 Lucy Graduate Fellows Selection Committee, Lucy Family Institute of Data and Society, University of Notre Dame, 2021-2022.  
 Arts & Lectures Administrative Advisory Committee, UC Davis. 2018 – 2019.  
 Faculty Seminars and Events Committee, English Department, UC Davis. 2018 – 2019.  
 Organizing Committee, Californian STS Summer Retreat, Cal STS Network. 2018.

## PEER REVIEW SERVICE

*Technology and Culture* (x1), 2022.  
*Information and Culture* (x1), 2022.

## OTHER SERVICE

<b>Co-Chair</b> , Media Science and Technology Scholarly Interest Group, Society for Cinema and Media Studies	2021 – Present
<b>Co-founder and co-convener</b> (with Armin Beverungen, Randi Heinrichs, and Ilia Antenucci) of an international research network, ‘Speculative Ordinaries,’ that brings together scholars from multiple universities in Germany, USA, and Canada.	Fall 2021 – Present
<b>Invited Judge</b> , Edwin Bruns Award, Society for Literature, Science and the Arts (Invited by Prof. N. Katherine Hayles and SLSA).	2021 – 22
<b>Jury Member</b> , Graduate Writing Prize, Media Science and Technology SIG at Society for Cinema and Media Studies (SCMS).	2022
<b>Jury Member</b> , Graduate Fellowship Program, the Lucy Family Institute of Data and Society at Notre Dame.	2022 – 2024 cycle

<b>Co-moderator and Administrator</b> , All Models Mailing List (with Fabian Offert, Matteo Pasquinelli, and the research group KIM at the Karlsruhe University of Arts and Design)	Spring 2020 – Spring 2021
<b>Co-Organizer</b> for Meme Culture Unit, hosted by Modlab. UC Davis.	Winter – Fall 2017
<b>Affiliate</b> , Data Science Initiative. UC Davis.	Winter 2017 – Spring 2018
<b>Co-Organizer</b> for Game Studies Reading Group, hosted by Modlab. UC Davis.	Fall 2016 – Spring 2017
<b>Social Media Manager</b> for UC Davis Science and Technology Studies.	Fall 2016 – Spring 2020
<b>Social Media Manager</b> for the Society of Literature, Science, and the Arts (SLSA)	Fall 2020 – Present
<b>Social Media Manager</b> for Early Career Interest Group, Society for the History of Technology (ECIG-SHOT).	Fall 2018 – Spring 2020
<b>Member</b> , Modlab. UC Davis.	Fall 2015 – Summer 2021
<b>Member</b> , Marx/STS Reading Group (Cornell and UC Davis)	Winter 2020 – Present
<b>Contributor</b> to the Race and Gaming Wikipedia Edit-a-thon Workshop, hosted by Modlab. UC Davis, in collaboration with parallel workshops at UT Dallas and Georgetown University.	14 October 2016
<b>General Secretary</b> , Student Council. IIT Indore	2010 – 2011
<b>Co-organizer</b> for Road to Rutas, an inter-college industry simulation competition. IIT Indore.	2009 – 2010 and 2010 – 2011

## TECHNICAL WORK EXPERIENCE

<b>Research Intern</b> , Intellicus Technologies, Indore, India	May 2012 – July 2012
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## ACADEMIC ORGANIZATIONS

Society for Literature, Science, and the Arts  
 Society for Cinema and Media Studies  
 Society for the History of Technology  
 The Society for Social Studies of Science  
 American Studies Association  
 American Comparative Literature Association  
 Modern Language Association  
 The Association for the Study of the Arts of the Present  
 European Network for Cinema and Media Studies

## TECHNICAL/LANGUAGE BACKGROUND

Extensive programming experience in C/C++, Java  
 Working experience in Unity, C#, Python, R, SQL  
 Native Fluency in English, Punjabi, and Hindi  
 Reading Proficiency in German and Spanish

## PROFESSIONAL REFERENCES

Available on request