

Sindhu Kruttiventi

Designer and creative technologist building interactive installations and immersive systems through physical computing, machine learning, and digital media.

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Education

MFA in Design and Technology, Parsons School of Design, *New York, USA* 2024.08 — 2026.05

Postgraduate Diploma in Industrial Arts and Design Practices, Srishti
Manipal Institute, *Bengaluru, India* 2022.08 — 2023.05

B.Eng. in Electronics and Communication Engineering, PSG College of
Technology, *Coimbatore, India* 2018.08 — 2022.05

Experience

Teaching Assistant, The New School, *New York, USA* 2025.08 — 2026.05

Immersive Storytelling Course

- Designed and delivered workshops on Unity, WebAR and Projection Mapping for sections of 25+ interdisciplinary students, resulting in a cohort where all students successfully deployed a functional VR, or spatial computing project.
- Developed instructional materials and live demos covering AR tracking, scene building, and interaction scripting.
- Bridged the gap between immersive tools and non-technical students from design, media, and social science backgrounds, adapting explanations to varied technical comfort levels.

Interactive Exhibit Designer & Technical Lead, Museum of Science
Collaboration, *Boston, USA* 2025.08 — 2025.12

Collaborative Course Project — Parsons School of Design

- Led technical development within a 4-person interdisciplinary team designing table-based interactive exhibits exploring scientific discovery for broad public audiences.
- Built and deployed a real-time computer vision object-detection system in Unity that responds when museum visitors physically manipulate artifacts on the exhibit surface.
- Conducted on-site user testing with 200+ museum visitors; documented behavioral patterns, dwell time, and interaction failures to drive iterative design improvements.
- Contributed across interaction design, hardware integration, and exhibit narrative structure.

Web & Graphic Designer (Freelance), Indian Manufacturing Academy, 2023.10 — 2024.04
Coimbatore, India

- Redesigned and migrated legacy website to a scalable CMS platform, improving mobile responsiveness and reducing content update time for staff.
- Developed cohesive visual identity across digital and print channels including web, social media, and branded training documents.
- Designed structured information systems and training materials for leadership programs serving 20+ manufacturing professionals per cohort.

Featured Projects

Beyond Words: Collaborative Gesture-Based Storytelling

2025.04 — 2026.01

Art Grant Recipient — MIT Reality Hack 2026, Cambridge, MA

Exhibited at Maker Faire, Coney Island, New York, NY (Oct 2025)

- Designed and built a public interactive installation where visitors co-create narratives through hand-shadow gestures, removing language as a barrier to participation.
- Built and fine-tuned custom gesture recognition models using PyTorch, Keras, and TeachableMachine, and integrated a real-time ML detection pipeline with p5.js procedural animation.
- Iterated from concept to public exhibition across two venues, incorporating live audience feedback to refine gesture sensitivity, latency, and visual feedback loops.

Exhibitions & Awards

Art Grant Recipient, MIT Reality Hack, Cambridge, MA

2026.01

Exhibitor, Maker Faire, Coney Island, New York

2025.10

Certifications

Google UX Design Professional Certificate, Coursera

2024.05

Skills

Creative Technology: Unity, Unreal Engine, WebAR, VR (Meta Quest), Physical Computing, Computer Vision

Programming: Python, JavaScript (p5.js, ml5.js, Node.js), C++, C#, HTML/CSS, Git

Machine Learning: PyTorch, Keras, Hugging Face, Gesture Recognition, Real-time ML Systems

Design Tools: Figma, Adobe Creative Suite, Blender, SketchUp, Procreate

Research & Prototyping: User Testing, Rapid Prototyping, Interaction Design, Wireframing, Interdisciplinary Collaboration