

# Ivica Ico Bukvic

Empowering the Society through Ubiquitous Interactivity



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## Statement

I am a scholar-practitioner exploring new interactive technologies in a pursuit of quantifiable improvement of the quality of life. I design innovative artifacts and solutions that empower and inspire. From the K-12 education to industry, health to gaming, digital signal processing to multisensory immersion, my ongoing research spans multiple modalities and the resulting technologies have seen international adoption. Increasingly embracing an administrative role, I lead by example and, once again, seek to empower and inspire. As a passionate originator I thrive in dynamic, open, progressive, and experimental environments that challenge traditional norms and pursue betterment through incessant innovation.

## Work Experience

### 2006 – Present

Assoc. Prof. Creative Technologies in Music

ICAT Senior Fellow

Founder & Director, [DISIS](#) and [L2Ork](#)

As one of the four transdisciplinary cluster hire researchers introduced a series of new programs centered around ubiquitous interactivity in the Arts and Engineering with particular focus on sound and music. Spearheaded over \$1M in funded research projects. Secured over \$1M in internal support for new programmatic and research infrastructure. One of the founding members of the new [Institute for Creativity, Arts, and Technology](#), a stakeholder in the creation of the \$100M Moss Arts Center (2013), and a key consultant in the creation of the [Cube](#), a \$30M holodeck-like immersive space. Assistant Co-Director of the Collaborative for Creative Technologies in the Arts and Design (08-12).

### 2005 – Present

[Linuxaudio.org](#) Director

Built international network of partners and stakeholders, and consolidated online presence of a diverse community of Linux audio and multimedia software engineers, organizations, and companies, into a largest resource of its kind in the world. Ongoing pursuit of support and resources, and managing a growing team of volunteers maintaining online resources with 6+TB of monthly traffic.

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## Education Highlights

Management Academy, Virginia Tech, 2014-5.

D.M.A. in Composition (cognates in Computer Music Programming and Music Theory), University of Cincinnati, College-Conservatory of Music, 2005.

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## Key Projects

[D4](#) • [L2Ork](#) • [Pd-L2Ork](#) • [myu](#) • [Cinemacraft](#) • [Mirror Worlds](#) • [OPERAcraft](#) • [Orb](#) • [Glasstra](#) • [Drummer Game](#) • [MBI](#) • [Read More...](#)

## Competencies

- Problem Solving
- Project Management
- Financial Management
- Micromanagement
- Time Management
- Leadership
- Communication
- Creativity
- Goal Oriented

## Technical Skills & Interests

- Digital Signal Processing
- Audio Spatialization
- Sound Design
- Visualization
- Embedded Systems
- Immersive Environments
- Computer Vision
- Sensing & Biofeedback

## Select Programming Languages & APIs

C, Java, C#, C++, Max, Pure-Data, Unity3D, OpenGL, Python, GitHub

## Recognition

[L2Ork](#) recognized one of the top six transdisciplinary exemplars in the United States ([a2ru](#), 2015).

[OPERAcraft](#) featured in the Greg Toppo's (USA Today) book [The Game Believes in You: How Digital Play Can Make Our Kids Smarter](#) (2015).

L2Ork named as one of the "eight awesome research projects at Virginia Tech" ([DCist](#), 2015).

Virginia Tech XCaliber award for "for exceptional, high caliber contributions to technology-enriched teaching and learning" (VT, 2010).

[TedXMidAtlantic](#) (2009).

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## Other

[Research Publications](#) • [Select Artistic Creations](#) • [Press Coverage](#)

## Languages

- English
- Croatian
- Russian
- German
- French
- Latin