

Ivica Ico Bukvic

Empowering the Society through
Ubiquitous Interactivity



ico.bukvic.net
ico@bukvic.net
+1 540.314.0658
Blacksburg, VA, USA

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

2018– Present

Interim Associate Dean for Research and Graduate Studies
Virginia Tech [College of Liberal Arts and Human Sciences](#)

Coordinating research funding, graduate curriculum, honors & awards, diversity and inclusion, facilities, arts and design metrics (new initiative), participate in the university strategic plan development, and global research initiatives.

2006 – Present

Virginia Tech 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 \$15M holodeck-like immersive space. Assistant Co-Director of the Collaborative for Creative Technologies in the Arts and Design (08-12).

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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, Unity, OpenGL, Python, GitHub, OSC

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		German	
Croatian		French	
Russian		Latin	