

Ivica Ico Bukvic

Empowering Society through Creative Technologies



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Statement

I am a post-disciplinary scholar-practitioner exploring new creative 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

2015 – Present

Inaugural Director, Kinetic Immersion and Extended Reality Lab
Indiana University Media School

Leading a design and implementation of an innovative interdisciplinary space with \$2M infrastructure, undergraduate and graduate programmatic support, and engagement of seven stakeholder Schools and Colleges across multiple campuses. Fostering an interdisciplinary community with a high-profile multifaceted ROI strategies and impacts spanning all dimensions of the University's mission.

2019 – 2025

Inaugural Director, Creativity +Innovation
Virginia Tech Institute for Creativity, Arts, and Technology (ICAT)

Led a new transdisciplinary thematic Destination Area that focuses on the transdisciplinary integration of science, engineering, arts, and design and engages 55+ core faculty and administrators and 60 faculty affiliates from across the campus. Managing visioning, \$75K in annual funding, curricular, engagement, infrastructural, and research working groups to build a self-sustaining initiative to transform the interdisciplinary education.

2018

Interim Associate Dean for Research and Graduate Studies
Virginia Tech College of Liberal Arts and Human Sciences

Coordinated 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

Professor Creative Technologies in Music
Founder & Director, DISIS and L2Ork

As one of the four transdisciplinary cluster hires introduced a series of new programs centered around creative technologies in the Arts and Engineering with particular focus on sound and music. Spearheaded over \$1M in funded research projects. One of the founding members of the 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.

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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	<div style="width: 100%;"></div>
Project Management	<div style="width: 100%;"></div>
Financial Management	<div style="width: 100%;"></div>
Time Management	<div style="width: 100%;"></div>
Leadership	<div style="width: 100%;"></div>
Communication	<div style="width: 100%;"></div>
Creativity	<div style="width: 100%;"></div>
Goal Oriented	<div style="width: 100%;"></div>

Technical Skills & Interests

Digital Signal Processing	<div style="width: 100%;"></div>
Audio Spatialization	<div style="width: 100%;"></div>
Sound Design	<div style="width: 100%;"></div>
Visualization	<div style="width: 100%;"></div>
Embedded Systems	<div style="width: 100%;"></div>
Immersive Environments	<div style="width: 100%;"></div>
Computer Vision	<div style="width: 100%;"></div>
Sensing & Biofeedback	<div style="width: 100%;"></div>

Select Programming Languages & APIs

C, Java, C#, C++, HTML5, CSS, Max, Pure-Data, Unity, Unreal, 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).

TedXMidAtlantic (2009).

[Read More...](#)

Other

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

Languages

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