

Kavi Duvvoori

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OBJECTIVE AND INTERESTS

In my research, I explore the intersection of language and formal structure through computational writing and interdisciplinary investigation. I am looking especially for teaching, research, and/or programming opportunities in the digital humanities and arts, NLP/NLG, and computational linguistics. I am also searching for opportunities to use my skills for activist or political work, especially around migrant, race, gender, and LGBTQ+ justice.

EDUCATION

UC Santa Cruz MFA in Digital Arts and New Media Fall 2017-Spring 2019
Santa Cruz, CA

Graduate fellowship, in the Experimental Play group of the Digital Arts and New Media MFA program at UC Santa Cruz. Thesis project **Titled, "Untitled"** explored algorithmic language processing and generation. Committee: Warren Sack, Noah Wardrip-Fruin, John Cayley. Graduate level coursework including: linguistic semantics sequence, playable media sequence (both are three course series), machine learning, electronics, distributed computing.

Brown University Sc.B. Mathematics, A.B. Literary Arts Fall 2013-Spring 2017
Providence, RI

Received honors in digital language arts for the project **As Though on Mars**. Upper-division coursework including Algorithms, Advanced Digital Language Arts, Graduate Algebra I & II, Pragmatics, Cognitive Development in Infants, Narrative in Creative Non-Fiction, Early Modern Women's Writing, and an Accelerated Introduction to Computer Science.

CURRENT EMPLOYMENT

Section Leading TA University of California, Santa Cruz Fall 2017 - Spring 2019
Santa Cruz, CA

Planned and led sections, graded and responded to papers, held office hours, presented class lectures, debugged code, and did everything I could to help students learn and have a meaningful experience in Programming for the Arts (Modes, Spring 2018), Writing for the Arts (Palmer, Winter 2018), A History of Digital Games (Lowood, Fall 2017; Cardenas, Fall 2018; Darke, Winter 2018), and 4D Foundations (Anderson, Spring 2019).

PROJECTS / PUBLICATIONS

- **Titled, "Untitled"** - a compendium of language games by the artist, created in conversation with various models of language. Games offered online together in a wiki and presented individually on computers in a gallery reading room playfully implement models, engage their governing metaphors, or draw attention to what their theories exclude. See <https://titleduntitled.name/>
- **Conveyor Belt Pleasures** - published in Capsule Crit. #2 <https://www.capsulecrit.com/conveyor-belt-pleasures-by-kavi-duvvoori>
- **OHELLOHI ILIEHIDE** - published in Taper #2 <http://taper.badquar.to/2/>
- **Textilexittext** - used a corpus, Python NLP, and an embroidery machine to stitch generated text. UCSC Open Studios, Fall 2017, Digital Arts Research Center
- **Lost in the Asset Store** - a virtual environment in the game engine Unity, exploring the aesthetics of the digital commons. UCSC Open Studios, Winter 2018, Digital Arts Research Center. See <https://qfwfq.itch.io/lost->

JKS Summer Writing Program Naropa University Summer 2014
Boulder, CO

Took workshops translation and on cartography in prose writing.

Math Tutor Algebra in Motion 2013-2014

Volunteered as an afterschool tutor at a Providence public school through a program at Brown.

Website Design & Management Acacia Family Medical Group 2011 - 2015
Salinas, CA

Designed and maintained a simple website <http://www.acaciamed.org/> and Google Apps services for a family medical practice.

Grader Brown University Math Department Fall 2015

Graded work for an honors linear algebra class.

Instructor MIT SPLASH Fall 2016

Facilitated workshops for High School students on constraint-based writing.