| Bhavik<br>Singh    | bhaviksingh@gr<br>408-893-4699<br>softnet.works | <u>mail.com</u>   |
|--------------------|---|---|
| Bio                | B. 1992<br>Delhi, India                         | Bhavik is a Sikh artist interested in alternative futures for social software. He works across new media art and product development to create slow, intimate, communal spaces online.  He has been a fellow at the Processing Foundation, a member at NEW INC, and has taught at Cooper Union School of Art and Hunter CUNY. He currently works at Patreon and is based in Brooklyn. |
| Education          | Aug 2010<br>- Dec 2013                          | University of California at Berkeley B.Sc. Electrical Engineering & Computer Science with a concentration on Graphics and Creative Programming  |
| Work<br>Experience | June 2023<br>- Present                          | Product - Patreon Helping fandoms energize around their favorite artists.   |
|                    | Aug 2020<br>- Present                           | Artist - softnet.works Exploring alternative futures for social software, within the context of new media art and in collaboration with other artists, technologists and nature.  |
|                    | May 2022<br>- June 2023                         | <b>Product - BeReal</b> Trying to scale an intimate, close friends only social network to 20M DAU, while maintaining it's core values.  |
|                    | Jan 2019<br>- Present                           | Adjunct Lecturer - Hunter College CUNY, NY and The Cooper Union School of Art, NY Introductory and intermediate courses in creative technology  |
|                    | Mar 2018<br>- Aug 2020                          | Product Designer and Product Manager - Google: Area 120, NY Designed, launched Gamesnacks and Shoelace: apps that help people connect through games and real world meetups.   |
|                    | Jul 2016<br>- Mar 2018                          | Senior Product Manager - Google: Expression, SF Led product management for a team focused on digital expression   |

Mar 2014 Product Manager - Google: Gmail and Android, SF - Mar 2016 Guided specification, design, development and distribution of new

features in two products working cross functionally with design, research, engineering, marketing, legal and leadership.

across 30+ engineers, 15+ creatives and Google leadership.

Affiliations July 2022 **Teaching fellow - Processing Foundation** 

Developing 'P5 in the Park' - a P5.JS curriculum that explores how - Aug 2022

programming can be used to look closely at nature.

|                        | July 2022<br>- Dec 2022 | Cohort member - C/Change Goethe-Institut and Gray Area Developing 'is this THING on', a decentralized live stream network    |
|------------------------|-------------------------|--|
|                        | Aug 2020<br>- Present   | Member - NEW INC at the New Museum, NY<br>Member, Year 7 cohort, Art and Code track with Rhizome                             |
| Exhibitions, and talks | June 2022               | Group exhibition - Screen Presence at Feral File Online exhibition with Molly Soda for online show                           |
|                        | May 2021                | Guest lecturer - Drawing, Moving, Seeing at Purchase College<br>Crit for Interactive Undergraduate course with Lee Tusman    |
|                        | July 2021               | Speaker - NFS, NFSW, NFS opening with Rhizome, Foundation Panel member for opening of the group exhibition                   |
|                        | July 2021               | Group exhibition - NFS, NSFW, NFT at newart.city Online show with members of New Inc Y7 Art & Code Track                     |
|                        | Mar 2021                | Developer, solo exhibition - Alice Yuan Zhang's at CultureHUB<br>Developer for Alice Yuan Zhang's online show, Open Garden   |
|                        | Nov 2018                | Workshop - A gathering with José Miguel at Virtual Care Lab<br>An online gathering with artist, rapper and poet José Miguel  |
|                        | Dec 2019                | Guest Lecturer - Trough of Practicality at Yale School of Art, GD Crit for Graphic Design Graduate course with Erin Sparling |
|                        | Oct 2020                | Speaker - Product+Design communication at VisD@Google Member of 5 person panel for Visual design conference at Google        |
|                        | May 2016                | Speaker - Introducing the Awareness API at Google IO Presentation at Google's 10,000+ person developer conference            |
| Relevant<br>Press      | June 2022               | The Hirsch Truth reviews 'On Screen Presence' Outland magazine   |
|                        | Dec 2021                | Go further into 'All Light, Everywhere', with Interactive Companion Indie Wire   |
|                        | Nov 2021                | How virtual care lab Builds Community in Online Spaces<br>Contemporary Art review, LA  |
|                        | Aug 2021                | From Blockchain to Browser, Exhibiting NFTs <a href="https://exhibiting.net/">Art in America</a>                             |
|                        | Feb 2020                | Gamesnacks brings fast casual games to the market<br>TechCrunch  |
|                        | May 2018                | How to Make Animated GIFs Using Google's Gboard<br>How-to Geek   |
|                        | July 2019               | Shoelace aims to connect people around shared interests<br>Techcrunch  |
|                        | Dec 2017                | Google Allo will now turn your selfies into Bitmoji-style stickers Wired.co.uk   |

Recent interests

Taking long walks and spending time looking closely at trees Roasting butternut squash in large quantities for friends and family Reading science fiction and new media theory