Ranjodh Singh Dhaliwal

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EDUCATION

University of California, Davis

Ph.D. Candidate in English Language and Literature with a Designated Emphasis in Science and Technology Studies (STS), 2015-Present.

Dissertation Title: "Rendering: On Graphics, Architectures, and Computational Cultures"

Dissertation Committee: Prof. Colin Milburn (Chair), Prof. Timothy Lenoir, Prof. Joseph Dumit

University of Chicago

Graduate Student at Large, 2013-2014

Indian Institute of Technology, Indore

B.Tech. in Computer Science and Engineering, 2009-2013

RESEARCH AND TEACHING FIELDS

Critical Media Theory; Science & Technology Studies; History of Computing; 20th and 21st century Literature; Contemporary Art, Literature and Media; Videogame Studies; Science Fiction Studies

PUBLICATIONS

'Organic Division of Labor - Ergonomics/Cybernetics of Labor - Refraction of Labor', *Informatics of Domination*, edited by Zach Blas, Melody Jue, and Jennifer Rhee. (Duke University Press) [forthcoming in 2020]

'Inverted Registas, Collectible Cards, and Hipster Managers: Sports Games vs. Gamed Sports', *FIFA: Game Studies*, edited by Raiford Guins, Henry Lowood, Carlin Wing, and Miguel Sicard (Under contract consideration with MIT Press) [forthcoming]

SELECTED PRESENTATIONS

Co-organizing the panel 'Extensions of the Nonhuman: Models of Media in a Machinic Present' *(with Alexander Campolo.)* Presenting "The Logic of the Graphic" *Meeting of the Society for Cinema and Media Studies (SCMS) 2020*. Denver, Colorado: 1-5 April 2020. [forthcoming]

Co-organized the panel 'LUDIC/EXPERIMENTING' *(with Patrick Jagoda.)* Presented "Playing with Oneself: Sports, Games, and Experiments" *Society for Literature, Science, and the Arts (SLSA) 2019 Conference*. Irvine, California: 7-9 November 2019.

"Speculative Media and Epistemic Change" (*with Katherine Buse,*) *Meeting of the Society for Social Studies of Science (4S) 2019*. New Orleans, Louisiana: 4-7 September 2019.

"Man in the Machine: Computer Architecture and AI Narratives" while participating in the '*Science*Humanities International Summer School' organized by Cardiff University. Cardiff, Wales: 20-24 May 2019.

Co-organized the panel 'Neural Media: On Neural Networks and New Data Practices' *(with Théo Lepage-Richer.)* Presented "Artificial Intelligence or Ocular Intelligence? or how a neural imaginary shaped our visio-cognitive computational media" *SCMS 2019*. Seattle, Washington: 13-17 March 2019.

"The Neural Imaginary: A Tale of Failure, Success, and Speculative Unmedia" *American Comparative Literature Association 2019 Conference*. Washington DC: 7-10 March 2019.

""As you'll see": Of Computer Spaces and Visual Experiments" *SLSA 2018*. Toronto, Canada: 15-18 November 2018.

Co-organized the panel 'Emergent Forms of Speculative Media' *(with Katherine Buse.)* Presented "The Space Behind the Computer Screen: a Window into Another Dimension" *Meeting of the American Studies Association (ASA) 2018*. Atlanta, Georgia: 8-11 November 2018.

"Computer Architecture, Neural Networks, and Spatiality of Cognition" *Datatopia Summer School.* Floating University, Berlin: 16-24 June 2018

"The Rendering Equation: Bodies in Computer Graphics, a Technical Introduction." while participating in the *Princeton-Weimar Summer School for Media Studies* organized by the Department of German, Princeton University and Internationales Kolleg für Kulturtechnikforschung und Medienphilosophie – IKKM, Weimar. Princeton University, New Jersey: 16-24 June 2018.

"Predicting Images: Machinic constants, temporal variables" *Sensing Media.* The University of Chicago, Illinois: 20-21 April 2018

"Renditions: Don DeLillo's *Point Omega* and Our Changing Media Landscapes" *Post45 Graduate Symposium.* Yale University, New Haven, Connecticut: 2-3 March 2018.

"Playing with Fire(watch): Game Mechanics, Aesthetics, and the Trouble with Wilderness" *Society for Literature, Science, and the Arts 2017 Conference.* Tempe, Arizona: 9-12 November 2017.

"Pessimism and Dystopia in Contemporary Glitch Art and Memes" *ASAP/9: The Arts of the Present/9.* Hosted in Oakland by University of California, Berkeley: 26-28 October 2017.

"Reading Traces of the Digital: An Exploration into Methods of Reading 'Data'" *Society for Comparative Literature and the Arts 2017 Conference.* Johns Hopkins University, Baltimore: 19-21 October 2017.

"Reading Closed Surfaces and Distant Horizons: Of reservoirs and languages" *Tools of Transgression: Diverse Strategies in Comparative Methodologies.* UC Davis, California: 6 – 7 October 2017.

"Macondo and Mumbai: How the Materiality of Forms Shapes Our Understanding of the Worlds in World Literature." *World Literature and Global Core Texts.* SUTD, Singapore: 26 – 27 June 2017.

"Visual Reserve of Events: Time, Memory, Deleuze, and Rendering Images." *Animation and Memory.* Radboud University, Nijmegen, Netherlands: 21 – 23 June 2017.

"Frames of Anticipation: The Digital Image and Affect." *IMMERSe Network Conference 2017.* Carelton University, Ottawa, Canada: 7 – 9 June 2017.

"Truth and Games in Data Structures and Kafka" *Truthiness: The 2017 Berkeley-Stanford Graduate Conference.* Stanford University, California: 29 April 2017.

"Rendering nostalgia in gameplay: The aesthetics of making and using 3D maps for virtual time-travel." *Society for Literature, Science, and the Arts 2016 Conference.* Atlanta, Georgia: 3 – 6 November 2016

"Inverted Wing Backs- How football hipsters used automated creativity for a manual rebellion." *Extending Play 3.* New Brunswick, New Jersey: 31 September – 1 October 2016

INVITED LECTURES

"On Interdisciplinary Research in Humanities." *From Voting Rights to Video Games: First Year Research Seminar.* Undergraduate Research Center, Davis. 18 October 2018. (Invited by Samantha Snively)

"Digitizing the Humanities, Humanizing the Digitization." *From Pop Culture to Poverty: Discovering Research in the Humanities and Social Sciences.* Undergraduate Research Center, Davis. 7 February 2018. (Invited by Victoria White)

"Worlds (of Warcraft) and Lords (of the Rings): Videogames and/as Fantasy Literature." *Literature of Fantasy and the Supernatural* course, UC Davis. 7 November 2017. (Invited by Prof. Michael Subialka)

"Children's Literary History: Porfirio Díaz and Pam Muñoz Ryan's *Esperanza Rising*" *Children's Literature* course, UC Davis. 3 March 2016. (Invited by Prof. Frances Dolan).

INVITED PANELS AND WORKSHOPS

'Writing a prospectus, Finding a Committee.' Prospectus Workshop, UC Davis English. 8 January 2019.

'On Preliminary Exams.' Introduction to Graduate Studies in English course, UC Davis. 4 December 2018

'Social Media, Networking & You.' Scholars' Symposium, English Graduate Students Association, UC Davis. 1 November 2018.

'Rethinking Professionalization and Research.' Scholars' Symposium, English Graduate Students Association, UC Davis.

SELECTED CRITICAL MAKINGS AND GAME DESIGN PROJECTS

[In Development] Lead developer for "Narrativizing Citizen Science Games" in NSF Award #1627539 for 'Enhancement of Foldit' *(working with Colin Milburn and Justin Siegel.)*
>   Modlab and Genome Center, UC Davis. Summer 2017 – Present

[In Development] Project director for *Frack! the Game. (working with Joseph Dumit and Colin Milburn)*
>   Modlab. Summer 2016- Winter 2017, Winter 2018 – Fall 2019

ACADEMIC EVENTS ORGANIZED

'Computational Media: Theories, Methods, Futures,' a seminar at the *Meeting of the Society for Cinema and Media Studies 2020*. Denver, Colorado: 5 April 2020. [forthcoming]

'Technocultures Workbench', a workshop with support from the Department of Film and Media at UC Berkeley, University of California Humanities Research Institute (UCHRI), and Davis Humanities Institute (DHI), UC Berkeley. 13 September 2019. *(assisted lead-organizers Katherine Buse, Samuel Pizelo, Kris Fallon, and Jacob Gaboury)*

'Futurity Factory: Science, Technology, and Speculative Media', a symposium with support from the STS Program, DHI and UCHRI, UC Davis. 22 February 2019. *(with Katherine Buse and Colin Milburn)*

"Science/Fiction, Science/Media: Re-theorizing STS's Cultural Landscape", a multicampus graduate student working group. Grant Awarded by UCHRI. 2018-2019. *(with Katherine Buse)*

"Technoscience + Speculative Media Research Cluster", a Davis research cluster. Grant Awarded by DHI. 2018-2019. *(with Katherine Buse, Colin Milburn, and Kris Fallon)*

Game Studies Reading Group. Grant Awarded by the DHI. 2016-2017. *(with K. Buse and Melissa Wills)*

OTHER ACADEMIC EXPERIENCE

Workshopped "Of Demons and Psychoanalysts" in the UCSD Science Studies Graduate Mini-Symposium. San Diego. 11-12 April 2019.

Participated in the 2019 SSRC Fellow Seminar on "Mechanical Rules before Machines: Rules and Paradigms" with Prof. Lorraine Daston. 5 Feb 2019.

Workshopped "1986: The Mirror Stage of the Digital Image" in the Graduate Student Workshop at *Society for the History of Technology Annual Meeting 2018*. St. Louis, Missouri. 11- 14 October 2018.

Workshopped "Pointers and Positions: Experiments in Addressing the Memory" in the Works-in-Progress Session at *Stored in Memory: 10th Annual Conference of the Special Interest Group in Computing, Information, and Society*. St. Louis, Missouri. 14 October 2018.

Participant in *Critical Code Studies Working Group 2018*. Humanities and Critical Code Studies (HaCCS) Lab at the University of Southern California: 15 January-5 February 2018.

Participant in *Rosetta Bootcamp*. Organized by Rosetta Commons at Chapel Hill, NC: 7-12 January 2018.

SELECTED RESEARCH EXPERIENCE

Graduate Student Researcher, ModLab, UC Davis: June 2016 – Dec 2016, July 2017 – Present

Graduate Student Researcher, Data Science Initiative, UC Davis Library: Jan 2017 – June 2017

AWARDS, GRANTS, AND FELLOWSHIPS

Summer Dissertation Fellowship, UC Davis Department of English: 2019

Jeffery and Marsha Gibeling Fellowship, UC Davis: 2015-2016

Nominated to represent UC Davis at the Global Humanities Campus, Freie Universität, Berlin. Financial support awarded by DHI and the International Thematic Network, *Principles of Cultural Dynamics*.

Other Awards

Summer Research Travel Award, UC Davis Department of English: 2019

Travel Support by UC Davis Modlab for the Cardiff ScienceHumanities Summer School: 2019

Annette K Baxter Travel Grant, American Studies Association: 2018

Travel Award (Datatopia Summer School), projekt bauhaus / KIT Chair for Theory of Architecture: 2018

IKKM-Princeton Media Studies Travel Award, *Princeton-Weimar Summer School for Media Studies*: 2018

Miller Travel Funds, UC Davis Dept of English: 2016, 2017, 2018, 2019

NSF Travel award, SLSA: 2016, 2017, 2018, 2019; NSF Travel award, SHOT: 2018

SLSA Travel award, SLSA: 2016, 2017, 2018, 2019

Travel Awards for Conferences: SCLA 2017, Post45 Symposium 2018
UCHRI Travel Grant for *Humanists @ Work* Graduate Workshop, Silicon Valley: 2017

PEDAGOGICAL EXPERIENCE

University of California, Davis	Fall 2015 – Present
Courses Taught (as an Instructor)	**Fall 2018 – Present**
Hyper-Contemporary Literature (English)	Winter 2018
Corporate Tactics and Videogame Design (First Year Research Seminar)	Fall 2018
(co-taught with Prof. Joseph Dumit)	
21st Century Literacies (University Writing Program)	Fall 2018
Courses Taught (as a Teaching Assistant)	**Fall 2015 – Spring 2016**
Foundations of Literary and Critical Theory *(with Prof. Scott Shershow)*	Fall 2015
Children's Literature *(with Prof. Frances Dolan)*	Winter 2016
Literatures in English III: 1900-Present *(with Prof. Matthew Stratton)*	Spring 2016

ADVISING

University of California, Davis	Summer 2016 – Present
Undergraduate Teams Advised (as Research Director)	**Summer 2016 – Present**
Narrativization of *FoldIt*. ModLab, UC Davis	Summer 2017 – Present
Frack! The Game. ModLab, UC Davis	Summer 2016 – Winter 2017, Fall 2018 – Present
'Delete Your Account': Elections and Twitter Data-mining	Winter 2016 – Spring 2017
Quantitative Approaches to Literature, Library Digital Scholarship	Winter 2017 – Spring 2017

MISCELLANEOUS ACTIVITIES

Organizing Committee Member, Cal STS Retreat	June 2018
Co-Organizer for Meme Culture Unit, hosted by Modlab. UC Davis.	Winter – Fall 2017
Affiliate, Data Science Initiative. UC Davis.	Winter 2017 – Spring 2018
Co-Organizer for Game Studies Reading Group, hosted by Modlab. UC Davis.	Fall 2016 – Spring 2017
Social Media Manager for UC Davis Science and Technology Studies.	Fall 2016 – Fall 2017
Member, Modlab. UC Davis.	Fall 2015 – Present
Contributor to the Race and Gaming Wikipedia Edit-a-thon Workshop, hosted by Modlab. UC Davis, in collaboration with parallel workshops at UT Dallas and Georgetown University.	14 October 2016
General Secretary, Student Council. IIT Indore	2010 – 2011
Co-organizer for Road to Rutas, an inter-college industry simulation competition. IIT Indore.	2009– 2010 and 2010– 2011

TECHNICAL WORK EXPERIENCE

Research Intern, Intellicus Technologies, Indore, India	May 2012 – July 2012

ACADEMIC ORGANIZATIONS

Society for Literature, Science, and the Arts
Society for Cinema and Media Studies
Society for the History of Technology
The Society for Social Studies of Science
American Studies Association
American Comparative Literature Association on
Modern Language Association
The Association for the Study of the Arts of the Present

TECHNICAL/LANGUAGE BACKGROUND

Extensive programming experience in C/C++, Java
Working experience in Unity, C#, Python, R, SQL
Native Fluency in English, Punjabi, and Hindi
Reading Proficiency in German and Spanish

PROFESSIONAL REFERENCES

Available on Request