

Ranjodh Singh Dhaliwal

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Visiting Research Fellow, SFB “Medien der Kooperation,” Universität Siegen

PhD Candidate and Provost’s Dissertation Fellow, UC Davis

EDUCATION

University of California, Davis

Ph.D. Candidate in English Language and Literature with a Designated Emphasis in Science and Technology Studies (STS), Sept 2015 – Early 2021 (Projected).

Dissertation Title: “Rendering: A Political Diagrammatology of Computation”

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; Critical Race Studies; 20th and 21st century Art, Literature and Media; Political Economy; Videogame Studies; SF Studies

PUBLICATIONS

- ‘The Cyber-Homunculus: On Race and Labor in Plans for Computing’ [Under revision for publication in *Configurations*]
- ‘On Addressability, or what even is computing?’ [Under review at *Critical Inquiry*]
- ‘Organic Division of Labor - Ergonomics/Cybernetics of Labor - Refraction of Labor’, *Informatics of Domination*, edited by Zach Blas, Melody Jue, and Jennifer Rhee. (Under contract with Duke University Press) [forthcoming in 2021]
- ‘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 with Bloomsbury) [forthcoming in 2021]

MANUSCRIPTS UNDER PREPARATION

- ‘The Logic of the Graphic: Rendering Images *qua* Computation, or the politics of why your computer likes drawing images’ [Under preparation]
- ‘“So bad, it’s good”: Five Theses on Cringe’ [Under preparation]
- ‘Neural Media: Controversial Neurosciences, Losing Paradigms, and AI Pedagogies from Cajal to Hinton’ (with Théo Lepage-Richer) [Under preparation]
- ‘Wrapping *Foldit* with aliens: Science Fiction, Citizen Science, and Videogame Narratives’ (with Colin Milburn, Katherine Buse, Melissa Wills, Justin Siegel, Seth Cooper, and Joshua Miller) [Under preparation]

BOOK REVIEWS

- ‘Spent a long time diggin’,’ a review of *Variations on Media Thinking* by Siegfried Zielinski [*Configurations*, forthcoming in 2021]
- ‘Everything the light touches is the other,’ a review of *Haunted Data: Affect, Transmedia, Weird Science* by Lisa Blackman [*Journal of the Fantastic in the Arts*, forthcoming December 2020]

FELLOWSHIPS

Provost's Dissertation Year Fellowship in the Arts, Humanities and Social Sciences, UC Davis: 2020-21
Visiting Research Fellowship, Sonderforschungsbereich "Medien der Kooperation," Universität Siegen (Special Collaborative Research Center "Media of Cooperation" at the University of Siegen), funded by the German Research Foundation (Deutsche Forschungsgemeinschaft, DFG): 2020
Summer Dissertation Fellowship, Department of English, UC Davis: 2019, 2020
Jeffery and Marsha Gibeling Fellowship, UC Davis: 2015-2016

GRANTS, AWARDS, AND HONORS

Individual Awards

Edward Bruns Essay Prize for the best essay written by a graduate student member of the Society for Literature, Science, and the Arts (SLSA), for "On Addressability, or what even is computing?", judged by Prof. N. Katherine Hayles: 2020
UCHRI Graduate Student Dissertation Support Grant: 2020-21
Linda Hall Library Travel Fellowship: 2020-21
Exploratory Research Grant, Hagley Museum and Library: 2020-21
Honors, Preliminary Examination, Department of English, UC Davis: Fields of American Literature (1945-Present), Postcolonial Literature, and Media Technologies: 2017

Collaborative Grants

Transmedia Research Grant, Center for Science and the Imagination, Arizona State University (with Katherine Buse): 2020-21
"Science/Fiction, Science/Media: Re-theorizing STS's Cultural Landscape," a multicampus graduate student working group. Grant Awarded by University of California Humanities Research Institute (UCHRI). 2018-2019. (*with Katherine Buse*)
"Technoscience + Speculative Media Research Cluster," a Davis research cluster. Grant Awarded by Davis Humanities Institute (DHI). 2018-2019. (with Katherine Buse, Colin Milburn, and Kris Fallon)
Game Studies Reading Group. Grant Awarded by the DHI. 2016-2017. (with Katherine Buse and Melissa Wills)

Other Awards

Video Game Studies Special Interest Group Travel Grant, SCMS: 2020 (Declined after the conference was canceled due to novel Coronavirus/COVID-19)
Summer Research Travel Award, UC Davis Department of English: 2019
Travel Support by UC Davis Modlab for the Cardiff ScienceHumanities Summer School: 2019
Nominated to represent UC Davis at the 2018 Global Humanities Campus, Freie Universität, Berlin. Financial support awarded by DHI and the International Thematic Network, *Principles of Cultural Dynamics*.
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

INVITED LECTURES

- “Stories we don’t tell: A narratology of data.” Sonderforschungsbereich ‘Medien der Kooperation’ Universität Siegen. (Invited by Prof. Carolin Gerlitz, Dr. Tobias Conradi, and Dr. Timo Kaerlein for the Collaborative Research Cluster) [Moved online due to COVID-19, forthcoming] 25 November 2020.
- “Lacan and Cybernetics in/of the Machine.” *Media and (New) Materialism* graduate seminar, Critical Theory, Cinema and Digital Media, and STS at UC Davis. (Invited by Prof. Timothy Lenoir) 23 April 2020.
- “On Interdisciplinary Research in Humanities.” *From Voting Rights to Video Games: First Year Research Seminar*/course, Undergraduate Research Center, Davis. (Invited by Samantha Snively) 18 October 2018.
- “Digitizing the Humanities, Humanizing the Digitization.” *From Pop Culture to Poverty: Discovering Research in the Humanities and Social Sciences* course, Undergraduate Research Center, Davis. (Invited by Victoria White) 7 February 2018.
- “Worlds (of Warcraft) and Lords (of the Rings): Videogames and/as Fantasy Literature.” *Literature of Fantasy and the Supernatural* course, UC Davis. (Invited by Prof. Michael Subialka) 7 November 2017.
- “Children’s Literary History: Mexican Politics, Porfirio Díaz and Pam Muñoz Ryan’s *Esperanza Rising*” *Children’s Literature* course, UC Davis. (Invited by Prof. Frances Dolan) 3 March 2016.

INVITED PANELS AND WORKSHOPS

- ‘Playing and Thinking with Data,’ Research Tech Lab, Sonderforschungsbereich ‘Medien der Kooperation’ Universität Siegen. (Invited by Dr. Timo Kaerlein and Gaia Mosconi for the Collaborative Research Cluster). [Moved online due to COVID-19, forthcoming] 17 November, 2020
- ‘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
- ‘Websites 101.’ Scholars’ Symposium, English Graduate Students Association, UC Davis. 5 February 2019.
- ‘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. 27 Feb 2018.

SELECTED CRITICAL MAKINGS AND GAME DESIGN PROJECTS

- [In Development] Lead developer for “Narrativizing Citizen Science Games” in National Science Foundation (NSF) Award #1627539 for ‘Enhancement of Foldit’ (working with Colin Milburn, Justin Siegel, Melissa Wills, Katherine Buse, Seth Cooper, and Joshua Miller.)
Modlab and Genome Center, UC Davis. Summer 2017 – Present
- Exhibited at ‘SLSArcade,’ *SLSA 2019*, Irvine, California. 9 November 2019.
- Project director for *Frack! the Game*. (working with Joseph Dumit)
Modlab. Summer 2016- Winter 2017, Winter 2018 – Fall 2019
- Lead Designer for *Free Market*. (working with Joy Miller and Jacob Hagelberg)
Alternate Reality Game (ARG) at UC Davis. Winter 2017

ACADEMIC EVENTS ORGANIZED

- ‘Rendering and Computation: New Regimes of Imaging,’ a public seminar with support from Digital Aesthetics Workshop, Stanford Humanities Center and the department of Cinema and Digital

- Media (CDM), UC Davis, featuring Shane Denson, Bernard Geoghegan, and Deborah Levitt. (co-organized with with Shane Denson) [forthcoming] 23 October 2020.
- ‘Cities & Computers,’ a public seminar with support the program in Science and Technology Studies (STS), UC Davis, featuring Shannon Mattern. [forthcoming] November 2020.
- ‘Computational Media Stream,’ a stream of panels on Computational Media Studies. *Society for Literature, Science, and the Arts (SLSA) 2021 Conference*. Ann Arbor, Michigan. (co-conceptualized and co-organized with Théo Lepage-Richer.) [Originally planned for 2020 but moved to 2021 due to novel Coronavirus/COVID-19, forthcoming] October 2021.
- ‘Making and Doing History: On Non-Traditional Modes of Critical Engagement,’ an unconventional session. Joint roundtable/discussion session for *History of Science Society (HSS)* and *Society for the History of Technology (SHOT)* conferences 2020. New Orleans, Louisiana, featuring Laine Nooney, Mar Hicks, Bess Williamson, Whitney Pow, and Xiaochang Li. (co-conceptualized, co-organized, and co-chaired with Crystal Lee.) [Postponed to 2021 due to novel Coronavirus/COVID-19] October 2021
- ‘Computational Media: Theories, Methods, Futures,’ a seminar at the *Meeting of the Society for Cinema and Media Studies 2020*. Denver, Colorado. [Truncated due to novel Coronavirus/COVID-19] 5 April 2020.
- ‘Technocultures Workbench: Making and Thinking Futures,’ a workshop with support from the Department of Film and Media at UC Berkeley, UCHRI, and DHI, UC Berkeley, featuring Jacob Gaboury, Stephanie Boluk, and Patrick LeMieux. (assisted lead-organizers Katherine Buse, Samuel Pizelo, Kris Fallon, and Jacob Gaboury) 13 September 2019.
- ‘EcoGaming Open House,’ an eco-games exhibit with support from ASLE, STS Program UC Davis, Modlab, and DHI. *ASLE Conference Cultural Craml*. Modlab, Davis, California. (curated with Alenda Chang and Katherine Buse) 28 June 2019.
- ‘Futurity Factory: Science, Technology, and Speculative Media,’ a symposium with support from the STS Program, DHI, UCHRI, and departments/programs of English, CDM, Cultural Studies, and Critical Theory, UC Davis, featuring Patrick Jagoda and Lindsay Thomas. (with Katherine Buse and Colin Milburn) 22 February 2019.

SELECTED PRESENTATIONS

- Co-organizing the panel ‘Re-animating the Sociocultural Life of Computer Graphics’ (with Akshita Sivakumar.) Presenting ‘Render This!: On Computational Architectures and Graphical Processing’ *European Association for the Study of Science and Technology (EASST) and Society for Social Studies of Science (4S) joint conference 2020*. Prague, Czech Republic. [forthcoming] [Moved online due to novel Coronavirus/COVID-19] 18-21 August 2020.
- Co-organizing the panel ‘“Of Digital Computers Called Brains”: Rehistoricizing (Mis)conceptions of Machine Intelligence’ (with Théo Lepage-Richer.) Presenting ‘Daemons @ Work: Conceptions of labor in intelligent machines, from Babbage to Selfridge’ *Society for the History of Technology (SHOT) 2020 conference*. New Orleans, Louisiana. [Postponed to 2021 due to novel Coronavirus/COVID-19] 8-11 October 2020.
- Co-organizing the panel ‘Technologies of Vision or Envisioned Technologies?: On Computation and Visual Knowledge’ (with Théo Lepage-Richer.) Presenting ‘Vision as Computation, or why do computers like drawing images?’ *The European Network for Cinema and Media Studies (NECS) 2020 conference*. Palermo, Italy. [Postponed to 2021 due to novel Coronavirus/COVID-19] 18-20 June 2020.
- ‘Analog/Digital/Quantum: On Computation as a Medium’ *[Blank] as Medium Conference*. University of California, Berkeley. [Postponed due to novel Coronavirus/COVID-19] 17-18 April 2020.

- Co-organizing the panel 'Extensions of the Nonhuman: Models of Media in a Machinic Present' (with Alexander Campolo.) Presentation "The Logic of the Graphic" *Meeting of the Society for Cinema and Media Studies (SCMS) 2020*. Denver, Colorado. [Postponed to 2021 due to novel Coronavirus/COVID-19] 1-5 April 2020.
- 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.
- "Graphic Cards/Graphic Cultures: A Distention Beyond Display" *Technocultures Workbench: Making and Thinking Futures*. Berkeley, California. 13 September 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.
- "Greg Egan's *Permutation City* and the Cautionary Tale of Planet Lambert: The Role of Racial Imaginaries in Imagining and Sustaining Virtual World" *Association for the Study of Literature and Environment (ASLE) Thirteenth Biennial Conference*. Davis, California. 26-30 June 2019.
- "Man in the Machine: Computer Architecture and AI Narratives" while participating in the 'ScienceHumanities 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.
- "Inside the Machine: Lacan, von Neumann, and the Search for a Subject" *Futurity Factory: Science, Technology, and Speculative Media*. Davis, CA. 22 Feb 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. 30 August-2 September 2018
- "The Cultural Dynamics of Contemporary Artificial Intelligence Boom" *Summer School 2018, Global Humanities Campus*. Freie Universitaet, Berlin. 23 July-5 August 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*. Carleton 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

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

SELECTED RESEARCH EXPERIENCE

- Graduate Student Researcher**, ModLab and UC Davis Genome Center, UC Davis (with Colin Milburn), Various Projects: June 2016 – Dec 2016, July 2017 – March 2020.
- Graduate Student Researcher**, Data Science Initiative, UC Davis Library (with Carl Stahmer), English Broadside Ballad Archive and Quantitative Research Consulting: Jan 2017 – June 2017.

PEDAGOGICAL EXPERIENCE

University of California, Davis	Fall 2015 – Present
Courses Taught (as an Instructor)	Fall 2018 – Present
Crisis! (English Introduction)	Spring 2020
Networks (to) Today (English Introduction)	Spring 2019
Hyper-Contemporary Literature (English Introduction)	Winter 2019
Corporate Tactics and Videogame Design (First Year Research Seminar co-taught with Prof. Joseph Dumit)	Fall 2018
21 st 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
	Dhaliwal 6

ADVISING

University of California, Davis

Undergraduate Teams Advised (as Research Director)

Narrativization of *FoldIt*. ModLab, UC Davis

Frack! The Game. ModLab, UC Davis

'Delete Your Account': Elections and Twitter Data-mining

Summer 2016 – Present

Summer 2016 – Present

Summer 2017 – Fall 2019

Summer 2016 – Winter 2017,

Fall 2018 – Fall 2019

Winter 2016 – Spring 2017

COMMITTEE SERVICE

Arts & Lectures Administrative Advisory Committee, UC Davis. 2018 – 2019.

Faculty Seminars and Events Committee, English Department, UC Davis. 2018 – 2019.

Organizing Committee, Californian STS Summer Retreat, Cal STS Network. 2018.

ADVISING AND OTHER SERVICE

Moderator and Administrator, All Models (with Fabian Offert, Matteo Pasquinelli, and the research group KIM at the Karlsruhe University of Arts and Design)

Spring 2020 – Present

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 – Present

Social Media Manager for Early Career Interest Group, Society for the History of Technology (ECIG-SHOT).

Fall 2018 – Present

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

Modern Language Association

The Association for the Study of the Arts of the Present
European Network for Cinema and Media Studies
Association of Internet Researchers

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