

# Ivica Ico Bukvic

Empowering Society through Ubiquitous Interactivity



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## Statement

I am a scholar-practitioner exploring new interactive 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

### 2019 – Present

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

Leading 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, and diversity & inclusion with the goal of building a self-sustaining initiative designed to transform the interdisciplinary education.

### 2018

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

As a replacement for a colleague on a 6-month research leave, coordinating 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

Virginia Tech Assoc. Prof. Creative Technologies in Music  
Founder & Director, DISIS and L2Ork

As one of the four transdisciplinary cluster research hires introduced a series of new programs centered around ubiquitous interactivity 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 new 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.

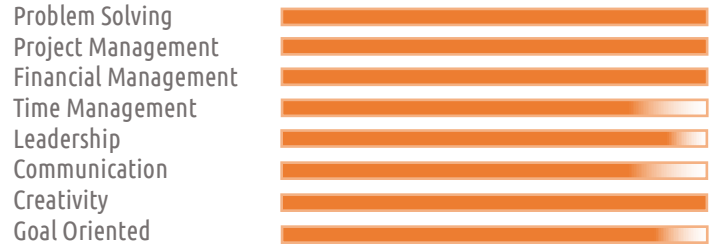
D.M.A. in Composition (cognates in Computer Music Programming and Music Theory), University of Cincinnati, College-Conservatory of Music, 2005.

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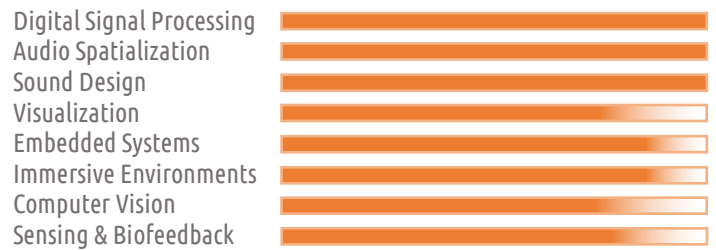
## Key Projects

- D4 • L2Ork • Pd-L2Ork • myu • Cinemacraft • Mirror Worlds • OPERAcraft • Orb • Glasstra • Drummer Game • MBI • Read More...

## Competencies



## Technical Skills & Interests



## Select Programming Languages & APIs

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

L2Ork named as one of the "eight awesome research projects at Virginia Tech" (DCist, 2015).

Virginia Tech XCaliber award for "for exceptional, high caliber contributions to technology-enriched teaching and learning" (VT, 2010).

TedXMidAtlantic (2009).

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## Other

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

## Languages

