

Jeevan J. Kalanithi

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Education and Research.

Massachusetts Institute of Technology Media Lab. Cambridge, MA.
M.S. Media Arts and Sciences. Graduated August 2007.

Center For Molecular and Behavioral Neuroscience. Newark, NJ.
Research Programmer. September 2001 to December 2003.

I was employed as a computational researcher in Mark Gluck's lab, focusing primarily on learning, memory and decision-making.

Stanford University. Stanford, CA.

B.S. Symbolic Systems. Graduated 2000. GPA 3.64.

Symbolic Systems is an interdisciplinary major consisting of logic, computer science, philosophy, psychology, and linguistics. I completed concentrations in Artificial Intelligence and "Philosophical Approaches to Agency" – a study of thinkers from Modern philosophers to Heidegger and Lyotard as well as the history of cybernetic technology.

Sophomore College Honors Program. "Language Acquisition" with Prof. Anne Fernald.

Awards.

Director's Grant, MIT Council for the Arts. 2006.

NSF Graduate Fellowship: Computer Science. 2005.

Fulbright Finalist (Oxford University, UK). 2005.

Papers, Talks and Invited Reviews.

Zigelbaum J., Kalanithi J., Coelho M. & Wright A. [The Jack Bauer Training Kit](#). International Symposium on Electronic Art (ISEA) 2008. In press.

Kalanithi, J. & Bove, V.M. [Connectibles: Tangible Social Networking](#). Proceedings of the Second International Conference on Tangible and Embedded Interaction. In press.

Merrill D., Kalanithi J., & Maes P. [Siftables: Toward Sensor Network User Interfaces](#). Proceedings of the First International conference on Tangible and Embedded Interaction. ACM Press, 2007:75-8.

Shohamy, D., Myers, C.E., Kalanithi, J., & Gluck, M.A. Basal ganglia and dopamine contributions to probabilistic category learning. *Neuroscience and Biobehavioral Reviews*. 2007:32(2):219-236.

International Joint Conference on Neural Networks 2003, 2004. Invited reviewer.

Kalanithi J. Neuromodulator Levels As Learning Rates in Connectionist Models of Associative Learning. 30 minute talk. Neural Information Processing Systems Conference 2001.

Kalanithi J. Co-evolution of Predator and Prey Behaviors in a Simulated Environment Using Genetic Programming. Genetic Algorithms and Genetic Programming at Stanford. 1999:86-94.

Exhibitions.

“Furcubes/Touch Me.”

Collision X. Art Interactive, Cambridge, MA. 2006. Distilled Spirit Gallery, San Francisco, CA. 2006.

See “*Other Employment*” for exhibition information on collaborative artworks.

Other Employment.

Television Commercial Acting.

Actor. December 2003 to Fall 2005.

I have been cast in national spots (e.g., Range Rover, Comcast) as a principal actor and am a SAG member.

Film Editor. New York, NY.

Freelance. 2004 – Fall 2005.

I worked on a number of projects as an editor and assistant editor, including a documentary and two video art installations: Neil Goldberg’s “Why Bother?” shown at the Aldrich Museum in 2005, and Shimon Attie’s “Rjukan,” which debuted at the Oslo Philharmonic in 2005 and was installed at the Miami Museum of Art in 2006.

EYEBEAM. New York, NY.

Editor & Designer. Summer 2004.

After completing a digital editing internship, I was hired by EYEBEAM to edit a four channel installation (“Synaptic Bliss,” Aziz + Cucher) that debuted September 2004 at Villette Numerique, a digital arts festival in Paris. It has traveled to Madrid, Barcelona, Tel Aviv and New York. Other work includes editing a 3D animation for the YesMen, a political activist/satirist duo for their “Yes, Bush Can!” national tour.

Stanford Sierra Programs, LLC. Fallen Leaf Lake, CA.

Freelance Artist. Fall 2001.

I produced a set of ink illustrations used on a number of products sold by Stanford Alumni Association.

First Light Communications. New York, NY.

Java Developer. November 2000 to January 2001.

I designed and began work on a Java/XML software project meant to speed website production and maintenance. The project was cancelled due to budget constraints before full implementation.

Extempo Systems. Redwood City, CA.

Illustrator. Winter 1999.

Extempo creates animated characters that guide users through software and websites. I was hired to design one such character.

Other Activities.

The Oval Show and Sam Park Revue. Stanford University, CA. New York, NY.

www.ovalshow.com

Director, Writer, Actor, and Founding Member. Spring 1996 to Fall 2004.

The Oval Show is Stanford's longest-running television comedy show, consisting of live sketches and DV pieces. Under the name "The Sam Park Revue," four Oval Show alums and I produce live sketch shows and video pieces, performing runs of shows at theaters in New York City and California. We released a DVD in 2004.