## MISHMA TOPPO toppo.mishma@gmail.com +44 07472169347

London, England

https://toppodoesmiscthings.com/

Profile Artist, engineer, and maker of things. I like to get my hands stuck into a task and get things done. Making work within the intersection of applied arts and applied science, with a focus on the tool as an extension of the person using it.

Skills

Languages English, German

Digital Fabrication (CAD, CAED) Autodesk Fusion, Autodesk Eagle, KiCAD

Coding Conda, Java, JavaScript, Python, C, Web Design (HTML, CSS), Jupyter Notebooks, TinyML

Creative Programming and Interactive Design p5\*js, Processing, TouchDesigner

Digital Asset Creation Blender, Clip Art Studio, Adobe Illustration, Adobe Photoshop

Prototyping Electronics, Soldering, 3D Modelling + Printing, Woodworking, Sewing

Editorial Planning and Arrangement Adobe InDesign, MS Word

Technical Documentation LaTeX, MS Excel, Bookkeeping

Hospitality POS Systems, Customer Interactions, Retail

Soft Skills Reasoning, Pattern Analysis, Cordial, Detail Oriented

Education

University of the Arts London | London, United Kingdom | Master of Science in Creative Computing (Merit) | 1 2023 - 2024

Graduate Diploma in Creative Computing (Merit) I 2022 - 2023

ELISAVA | Online Graphic Design and Visual Communication, Home Abroad I 2021

NYUx, NYU Tandon School of Engineering | Online Creative Coding at NYUx I 2021

RV College of Engineering | Bangalore, India Bachelor of Engineering in Electronics and Communication (Honours 2:1) | 2017 - 2021

## Work Experience

Technical Consultant/Artist | London, Online toppo\*misc (November 2023, January 2025 - Present)

- · Provided technical support as a code consultant for artists with a non-technical background, so as to translate ideas into digital versions of themselves.
- Working as a freelance illustrator and designer for 2D and 3D characters.
- Designed and created visual identity and packaging material for businesses.

Sway Bar, Stonegate Group (November - December 2023)

- Experience in bar floor operations Point of Sale Systems, customer interaction, team collaboration, inventory management, stock replenishment.
- · Work Experience in high volume, fast paced pubs in Central London, ensuring customer satisfaction, meeting customer demands and ensuring the allowance of a safe space for people to be in.

Volunteer Shop Floor Assistant | London, England Mind (September 2023)

- · Received training in maintaining the quality of items on display, refreshing and culling display stock.
- Further training in preparing clothing for display (steaming), sorting into sale categories and workplace safety.

Repair Advocacy | London, England | Camberwell Repair Cafe (January - March 2023)

- · Organised equipment required for the maintenance and upkeep of personal electronics.
- · Worked alongside the rest of the team to organise the logistical requirements for the monthly Repair Cafe.
- Responsible for teaching and repairing items brought in to the repair cafe, encouraging and cultivating a culture of repair.

Content Creation and Writing | Online Wave Foundation (June 2025 - Present)

Contribution of short essays focusing on the theme of computing, and the cultural implications of living in a digital age.

Sabukaru (December 2021 - July 2022)

- · Contributed articles focusing on the genre and internet culture of Vaporwave, the resurgence of nostalgia driven entertainment and how the internet and its communities have real world impact on the zeitgeist of the times we live in.
- In-depth research comparing music charts, online databases and online forums to garner a comprehensive understanding of the City-pop genre, it's key players and presenting said data in a beginner-friendly list.

Formula Student Team Experience | Bangalore, India Ashwa Racing (October 2017 - May 2021)

- Wrote and maintained the code controlling the functionality of the Battery Management System.
- Technical hands on experience working on race ready hybrid, electric and combustion prototypes, adhering
  to the rules and limitations set upon the design by the competition rules.
- Collated technical and non-technical data sheets for each prototype to be presented alongside their respective cars at international inter-collegiate races.

Interests Music, Machines, The Internet as an entity

References On request.