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KarmasynK is a glitch hop project by twenty one year old Los Angeles based producer Ruturaj Wankhede. With his polished production and creative sound design, KarmasynK seeks to explore the unlimited scope of electronic music to bring about transcendental experiences for the listeners. Psymatiks, the debut release by KarmasynK was released on Swamp Music in January 2014 on Swamp Music. The sub-sequent remix album featuring artists from North America "Psymatiks : The Re-plotting" was released on San Francisco based Street Ritual. 5AM's remix of Orbit Reversal was featured on the glitch hop channel on the EDM Network, and reached No.4 in the charts, just ahead of Mr Bill, Evoke and Disprove. He has also been featured in various compilations alongside veteran artists like Goosebumpz, Staunch, Sourone, Evil Oil Man, Spundose, Soulacybin, Mumukshu etc. In January 2015, KarmasynK was officially added to the Street Ritual artist roster featuring legendary alchemists like Thriftworks, Ill-Esha, Marvel Years, Knowa Illusion, VibeSquad, Sugarbeats and many more.

KarmasynK is a regular in the California renegade culture, and is slowly making waves across the world. In Summer of 2014, he was presented with an opportunity to share his sounds in Europe, playing festivals in Italy and Croatia. Some of the highlight gatherings that KarmasynK has participated in :

March 28-30,2014: Serenity Gathering w/ Freddy Todd, Bluetech, Thriftworks, Random Rab. Santa Barbara, CA.

May 16th-18th : Blessed Coast Gathering, CA. w/ Mystral, Heavenly Father, Mumukshu, Biolumigen, Big Daddy Joe etc..

July 15-21, 2014 : Memento Demento Festival, Primislje, Croatia.
Alternative Stage w/ Grouch, Land Switcher, Akasha Experience, Eurythmy, Bwoy De Bahjan etc.

Aside from his music project, Ruturaj is a Music Technology student in the world renowned California Institute of the Arts in Los Angeles, and is a proficient programmer. Ruturaj specialises in creating tools for integration of audio with video, and has created many tools for the languages "Processing" and "Chuck". In May 2015, he released his first Audio/Visual game "KarmaBounce", which is an interactive audio/visual program built integrating processing and chuck. The program received great reviews, and was selected for display at the world famous CalArts Digital Arts Expo 2014.