

Aubrey Simonson

Virtual Experience Designer

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Aubreysimonson.com

Education

Massachusetts Institute of Technology

August 2019- August 2021

M.S Media Arts and Sciences

MIT Media Lab

Wellesley College

September 2015 - May 2019

B.A. Media Arts and Sciences

BA. Political Science

Publications

Pockets: User-assigned Menus Based on Physical Buttons for Virtual Environments

[SIGGRAPH 2021 Poster](#)

Increasing Embodiment for Desktop-Based Participants in Mixed Desktop and Immersive Collaborative Virtual Environments

[SIGCHI 2021 Workshop on Social VR](#)

Pervasive Augmented Reality and the Panopticon

SIGCHI 2020 Workshop on Exploring Potentially Abusive Ethical, Social, and Political Implications of Mixed Reality Research in HCI

Honors and Awards

Pamela Daniels Fellowship

Wellesley College

2018

A \$3500 grant to fund student projects which demonstrate a "maverick spirit". Used to fund [Bird Noticing](#), a virtual reality video game about bird watching.

Skills

Unity, C#, Maya, Blender, Javascript, React Native, HTML, CSS, Arduino

Experience

Teaching Assistant

2.S972: Making Virtual Reality and Immersive Experiences

Massachusetts Institute of Technology

September 2021 - Present

Lectured, mentored student project teams.

Research Assistant

Object Based Media Group / Fluid Interfaces Group

MIT Media Lab

June 2019 - August 2019

Graduate student and research assistant. Thesis title: *An Integrated System for Interaction in Virtual Environments*

Technology Intern

Knapp Media and Technology Center

Wellesley College Library and Technology Services

December 2015 - May 2019

Researched emerging technologies and their applications in classroom settings. Taught workshops to the student body and consulted on [faculty projects](#).

Teaching Assistant

CS321: Mixed and Augmented Reality

Wellesley College

February 2019 - June 2019

Ran Open Lab Hours to troubleshoot student projects.

Undergraduate Research Assistant

Object Based Media Group

MIT Media Lab

September 2018 - June 2019

Lead programmer on the [Volumetric Cinema Project](#).

MSRP Intern

Object Based Media Group

MIT Media Lab

June 2019 - September 2019

Developed the [8KLibrary](#), a tool for digitizing physical libraries. Presented the project to the MIT Media Lab community.

Undergraduate Research Assistant

Scalable Cooperation Group

MIT Media Lab

January 2018 - May 2018

Lead designer and programmer on [Nostalgia Box](#), a tool using neural style transfer for reminiscence.