Aubrey Simonson

Virtual Experience Designer

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Aubreysimonson.com

Education

Massachusetts Institute of Technology

June 2019 - September 2021

Candidate for M.S in Media Arts and Sciences

MIT Media Lab

Wellesley College

September 2015 - May 2019

B.A. Media Arts and Sciences

BA. Political Science

Publications

Aubrey Simonson, 2021, "An Integrated System for Interaction in Virtual Environments," Massachusetts Institute of Technology

Aubrey Simonson, 2021, "Pockets: User-assigned Menus Based on Physical Buttons for Virtual Environments," SIGGRAPH '21: ACM SIGGRAPH 2021 Posters, Article No.14, Pages 1–2. https://doi.org/10.1145/3450618.3469174

Aubrey Simonson, Pattie Maes, 2021, "Increasing Embodiment for Desktop-Based Participants in Mixed Desktop and Immersive Collaborative Virtual Environments," SIGGHI 2021 Workshop on Social VR

Aubrey Simonson, 2020, "Pervasive Augmented Reality and the Panopticon," SIGCHI 2020 Workshop on Exploring Potentially Abusive Ethical, Social, and Political Implications of Mixed Reality Research in HCI

Experience

Part-Time Lecturer

DIG-0150: Virtual Reality

School of the Museum of Fine Arts at Tufts University

September 2022 - Current

Designed and taught a 14-student studio art course.

Part-Time Lecturer

DIG-C003-CE: Interactive Programming for Virtual Reality

School of the Museum of Fine Arts at Tufts University

September 2022 - Current

Designed and taught a course as part of the SMFA Continuing Education Virtual Reality Certificate Program

Teaching Assistant

2.S972: Making Music in the Metaverse

Massachusetts Institute of Technology

September 2022 - Current

Co-designed and taught a course for 30 students on virtual reality, with a focus on sound, networked experiences, and custom hardware integration.

Research Assistant

GhostLab

Northeastern University

June 2022 - August 2022

Programming and interaction design on a NAVSEA-funded project which uses virtual reality to teach technicians a specific industrial process. Worked with Varjo VR-3 headsets, XRTK, PlasticSCM.

Research Assistant

Tufts University

December 2021 - June 2022

Programming for MIDAS: Multisensory Data Analytics System, a project supervised by Remco Chang and James Intrilligator, and funded by the Missile Defense Agency, which used virtual environments to explore data from ballistic interception simulations.

Teaching Assistant

2.S972: Virtualizing the Human Body

Massachusetts Institute of Technology

January 2022 - June 2022

Co-designed course for 21 students on virtual reality, biosignals, haptics, and hardware integration for HMDs.

Syllabus: https://vhb.glitch.me/

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, Flask, SQL

Teaching Assistant

AFVS157L: Immersive Experience as Art

Harvard University

January 2022 - June 2022

Taught workshops on Unity, Blender and the Open XR Toolkit. Mentored 13 students on final projects, and organized open studios public presentation of student work.

Teaching Assistant

2.S972: Making Virtual Reality and Immersive Experiences

Massachusetts Institute of Technology

September 2021 - December 2021

Lectured on haptics, mentored 7 student project teams.

Research Assistant

Object Based Media Group / Fluid Interfaces Group

MIT Media Lab

June 2019 - September 2021

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, such as 3D printing, virtual reality, and game design, and their applications in classroom settings. Taught workshops to the student body and consulted on [faculty projects]().

Teaching Assistant

CS321:Mixed and AugmentedReality

Wellesley College

February 2019 - June 2019

Ran twice-weekly 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](). Developed first prototype of [Bird, a cursor for 3D interaction]() and demoed at Members Week to MIT Media Lab member companies.

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 broader 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.