

Aubrey Simonson

Virtual Experience Designer

asimonso@mit.edu

Aubreysimonson.com

Education

Massachusetts Institute of Technology

Expected August 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

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.

Publications

Pervasive Augmented Reality and the Panopticon

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

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

SIGCHI 2021 Workshop on Social VR

Experience

Research Assistant

Object Based Media Group / Fluid Interfaces Group

MIT Media Lab

June 2019 - Present

Graduate student and research assistant.

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.

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

Independently 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.

Skills

Unity, C#, Maya, Blender, Javascript, React Native, HTML, CSS, Flask, SQL