

# Aubrey Simonson

Virtual Experience Designer

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[Aubreysimonson.com](http://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

## 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, Flask, SQL

## Experience

Research Assistant

Object Based Media Group / Fluid Interfaces Group

MIT Media Lab

June 2019 - Present

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 Augmented Reality

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

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.