

LAUREN GOLD

EXPERIENCE

VISITING STUDENT RESEARCHER, NASA JET PROPULSION LABORATORY | SUMMER 2021

- Research immersive visualization tools used in Mars mission operations/planning.
- Developed a POC data visualization tool that would assist in Mars Sample Return mission planning.
- Interviewed mission operations scientists and engineers to understand visualization challenges and the potential for immersive technology to integrate with their workflows.

PROJECT MANAGER, ASU INTERPLANETARY INITIATIVE | 2020 — 2021

- Manage Five Senses in Space, a pilot project consisting of sub projects: VR Smell Engine, Mars AR and VR experiences, Mars Simulated Habitat installation, and HoloLucination AR collaboration tool
- Hiring, budgeting, public relations and outreach
- Create sprint cycles for software projects, track overall progress, and present updates to the Interplanetary Initiative community

RESEARCH ASSISTANT, ASU METEOR STUDIO, TEMPE, AZ | 2019 — PRESENT

- Lead a team of 14 to build XR visualization tools for planetary science research - Conduct meetings with planetary scientists to discuss challenges in visualization, and evaluate visualization tools through special interest group user studies
- Developed and published a mobile app for visualizing planetary terrains in AR

TEACHING ASSISTANT, ASU, TEMPE, AZ | 2020 — 2021

- Assist with teaching “Designing for Mixed Reality Experiences” and “Spatial Audio in VR for Mars Experiences”; help students understand the Unity game engine and C# programming

AR/VR DEVELOPER INTERN, GROOVE JONES, DALLAS, TX | SUMMER 2019

- Curated, developed and published augmented reality filters for Snapchat and Facebook - Worked with 3D artists and animators to solve complex graphics and design problems

EDUCATION

ARIZONA STATE UNIVERSITY | HERBERGER INSTITUTE FOR DESIGN & THE ARTS

B.S. Digital Culture — 2019

Ph.D. Media Arts and Sciences — Anticipated 2024

ACCOMPLISHMENTS AND EXTRACURRICULARS

- Girls Who Code Co-Facilitator, 2021
- New American University Scholar – ASU Dean's Scholarship, 2016
- ASU Dean's List 2015 — Present

SKILLS

Unity Game Engine, Lens Studio & Spark AR, Apple App Store and Google Play Store publishing, Programming (mainly C#, others: Swift, Java, JavaScript, HTML, python, Max MSP), Valve Index, HTC Vive, Oculus Quest, HoloLens, Video Editing, Adobe Creative Suite, Ableton Live Suite, 3D capture with Microsoft Kinect, Spatial Audio in VR, UML Design, Xcode, Visual Studio

Curriculum Vitae

PUBLICATIONS

Visualizing Planetary Spectroscopy through Immersive On-Site Rendering

IEEEVR '21 IEEE Conference on Virtual Reality and 3D User Interfaces

JMARS Augmented and Virtual Reality Experiences for Planetary Research, Education and Collaboration

AGU '20: American Geophysical Union

Virtual and Augmented Reality Tools for Planetary Scientific Analysis and Public Engagement

LPSC '20: Proc. of the 51st Annual Int'l Conf. on Lunar and Planetary Science Conference