

# Lauren Gold

## Resume

School of Arts, Media and Engineering  
Arizona State University  
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### EXPERIENCE

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

- Lead multiple teams to build XR visualization tools for planetary science research
- Collaborate with planetary scientists researchers, faculty and students to solve challenges in planetary science data visualization
- Evaluate immersive visualization tools through special interest group user studies
- Develop and publish AR, VR and Desktop apps for planetary science data visualization

VISITING STUDENT RESEARCHER, NASA JET PROPULSION LABORATORY | JUN - DEC 2022

- Developed a VR application to view 360-degree panoramas generated by Mars rover imagery
- Designed unique interaction methods for complex data analysis tasks

VISITING STUDENT RESEARCHER, NASA JET PROPULSION LABORATORY | SUMMER 2021

- 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

- Managed 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
- Created sprint cycles for software projects, track overall progress, and present updates to the Interplanetary Initiative community

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

- Assisted with teaching: “*Designing for Dreamscape*”, helped with Unity Integration and Interoperability with the Dreamscape Immersive SDK, “*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

### ACCOMPLISHMENTS AND EXTRACURRICULARS

- Michael H. Freilich Student Visualization Competition Grand Prize Winner – AGU’22
- Best Demo Award – MobiSys ’22
- Michael H. Freilich Student Visualization Competition Runners-Up Award – AGU’21
- Girls Who Code Co-Facilitator – ASU’2021

### SKILLS

Programming (core: C# and Python, experience with: Swift, Java, JavaScript, and HTML), Unity Game Engine, Photogrammetry and 3D reconstruction, OpenCV, Neural radiance fields, Gaussian Splatting, Lens Studio & Spark AR, Store publishing(Apple App Store, Google Play, Steam, Meta App Lab), Valve Index, HTC Vive, Meta Quest, HoloLens, Video Editing, Adobe Creative Suite, Volumetric capture with Azure Kinect, Spatial Audio in VR, UML Design, Xcode, Visual Studio

# Lauren Gold

## Curriculum Vitae

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### EDUCATION

ARIZONA STATE UNIVERSITY | SCHOOL OF ARTS, MEDIA AND ENGINEERING

B.S. Digital Culture — 2019

M.A. Media Arts and Sciences — 2021

Ph.D. Media Arts and Sciences — Anticipated 2024

### EXPERIENCE

Graduate Research Assistant – Arizona State University – 2019 - present

Judging Panel – Michael H. Freilich Student Visualization Competition, AGU 2023

Teacher for Digital Culture Summer Institute – Arizona State University – 2023

### PUBLICATIONS

*Mars Metaverse: Using Virtual Reality to Improve Mission Planning Workflows* AGU '21: American Geophysical Union

*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