

VERONICA WESER



- Psychology Ph.D. student with experience applying behavioral science to find solutions to tracking and rendering problems in VR.
- Strong grasp of current research in multisensory perception and illusions with skills to realize classic perceptual illusions in VR.
- Statistical training in advanced techniques such as generalized linear mixed modeling and binomial logistic regression, ideal for analyzing complex user data.

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See <http://vweser.com> for
[Full CV](#)
[Publications & Presentations](#)

EDUCATION

Ph.D.: University of Virginia (Expected May 2018): Cognitive Psychology Charlottesville, VA
M.A.: University of Virginia (2015): Graduate Program in Psychology; GPA: 4.0 Charlottesville, VA
B.A.: Vassar College (2012): Cognitive Science, Japanese; GPA: 3.91 Poughkeepsie, NY

WORK HISTORY

Research Grant from Google: Perceptual Metrics in VR, 03/2015 – present

- Implements studies to assess human sensitivity to different dimensions of VR tracking and rendering problems
- Uses classic psychophysical research methods and advanced statistical analysis to identify human perceptual limits in VR
- Interfaces directly with Google VR and Project Tango engineers to optimize VR hardware design and software solutions to tracking errors
- Presented findings at ACM SIGGRAPH Symposium on Applied Perception 2016 and awarded best poster
 - <http://vweser.com/VRPoster.pdf>

Grad Student in Psychology: Specializes in Multisensory Perception and Illusion, 08/2013 – present

- Dissertation Topic: Using the rubber hand illusion to examine whether the brain treats a hand-held tool like an extension of the body
 - Publication: <http://vweser.com/WeserEtAl2017.pdf>
- Created novel VR interaction method to represent object weight with acceleration
 - Validated interaction technique by replicating size-weight illusion in VR
 - GitHub Project: <https://tinyurl.com/VRWeight>
- Examined top-down expectations about object properties (e.g. monetary value) on bottom-up perceptions of object weight, coining “the value-weight illusion”
 - <http://vweser.com/VWIPoster.pdf>

Proffitt Perception Lab Management, 8/2013 – present

- Facilitates use of VR by UVA psychologists with inter-laboratory collaboration projects
- Mentors 3-7 undergraduate psychology majors and trains and oversees VR programming by 2-6 computer science majors per year

Fulbright Fellowship to Japan, 08/2012 – 08/2013

- Classified English spelling errors of Japanese children with developmental dyslexia
- Presented comparison of normal and dyslexic errors in Japanese at a research conference

SKILLS

Languages: R, C#, LaTeX Programs: Unity 3D, Photoshop Fluent in Japanese