Jasmine Otto

Critical visualization researcher

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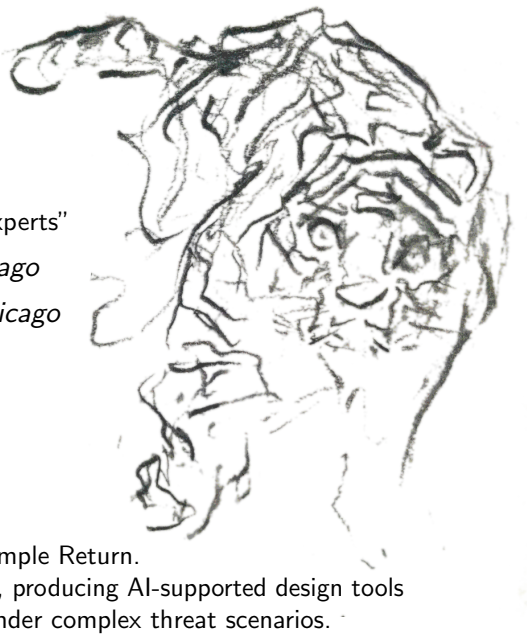

Education

2018–2023 **PhD, Computational Media**, *UC Santa Cruz*
"Software Instruments: Creativity Support Tools for Experts"

2015–2018 **MS, Applied Math**, *University of Illinois at Chicago*

2012–2015 **BS, Math Comp Sci**, *University of Illinois at Chicago*
Summa cum laude. Biology minor.

Experience

NASA Jet Propulsion Laboratory

2021-2023 **Visualization Developer**, *NASA JPL*
Led communications schedule prototyping for Mars Sample Return.
Ran cross-functional design study with key stakeholders, producing AI-supported design tools for operations schedules, used to discuss capabilities under complex threat scenarios.

2021 **Data to Discovery CS Lead**, *NASA JPL*

University of California, Santa Cruz

2018-present **Doctoral Candidate**, *UCSC*
Developed novel dashboard widgets for MBARI LRAUV operators, supporting their need to train new operators in situational awareness for robotics missions at sea.

2018-2019 **Chancellor's Fellow**, *UCSC*

University of Illinois at Chicago

2016-2018 **Graduate Research Assistant**, *UIC*
Deployed a JupyterHub notebook server to 30+ users of polynomial homotopy continuation.

Selected Publications

BELIV 2024 **Visualization Artifacts are Boundary Objects**
Evaluation and Beyond - Methodological Approaches for Visualization, at IEEE VIS

AERO 2024 **Mars Sample Return Surface Relay Planning and Coordination**, *with Benjamin Donitz and Scott Davidoff*
IEEE Aerospace Conference

AIIDE 2023 **DendryScope: Narrative Designer Support via Symbolic Analysis**, *with Autumn Chen and Adam Smith*
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment

CGF 2019 **IGM-Vis: Analyzing Intergalactic and Circumgalactic Medium Absorption...**, *with David Abramov, Cassia Artenagara, and Joe Burchett*
Computer Graphics Forum

VISAP 2019 **Data Brushes: Interactive Style Transfer**, *with Mahika Dubey*
IEEE VIS Arts Program

VIS 2019 **RuleVis: Constructing Patterns and Rules for Rule-Based Models**, *with the Creative Coding Lab and Pierre Boutillier*
IEEE Visualization Conference

Professional Service

Co-organizer **10th Experimental AI in Games Workshop (EXAG) at AIIDE 2023**

PC member **AAAI AI in Interactive Digital Entertainment (AIIDE) 2023 - 24**

PC member **ACM Foundations of Digital Games (FDG) 2024 - 25**

Reviewer **ACM Computer-Human Interaction (CHI) 2025**

Teaching Experience

2021 **Visualization Mentor**, *UCSC Data Visualization Collection*, (with NOAA)

2020 **Teaching Assistant**, *UCSC*
Game Design Studio capstone: 2 teams of 8 – 10 students;
Data Structures for Interactive Media: section of 30 students;
Games Systems: section of 30 students.

2019 **Science Internship Mentor**, *UCSC*
Mentored high school students developing interpretable AI systems.

2018 **SIG Data Organizer**, *ACM@UIC*
Led weekly open labs on scientific computing in Python, JavaScript, and Prolog.

Distinctions

2023 **Nominated for Best Artifact**, DendryScope, AIIDE 2023

2017 **Yeuk-Lam Yau-Leung Memorial Scholarship**, in mathematical biology

2016 **Participant**, *SMS 2016: Dynamics of Biological Systems*, MSRI