Jessica Lupanow

Los Angeles-based Engineer turned Designer

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EDUCATION

MS, Computer Science

Human-Robot Interaction Focus USC, 4.00 May 2020

BS, Engineering

With Distinction Minor in Creative Writing Harvey Mudd College, 3.55 May 2018

SKILLS

Design

Storyboarding
Wireframing
Rapid Prototyping

Research

Persona Development Competitive Analysis User Interviews Usability Testing Ad Campaign Experiments

Tools

Sketch Adobe XD Photoshop

Development

HTML/CSS/Bootstrap
Python
C++

RELEVANT COURSES

UX Design & Strategy
Interaction Design & Usability Testing
Engineering Design
Systems Engineering
Machine Learning for Data Science
Project Management

EXPERIENCE

JaimeLevy.com | UX Designer/Assistant Editor

March 2020 to Present

Creating UX artifacts and other content for a new edition of the best-seller, *UX Strategy: How to Devise Innovative Digital Products that People Want*, alongside author Jaime Levy

Interaction Lab | NSF Doctoral Research Fellow

September 2018 to May 2020

Oversaw 5 undergraduate and high school students while building a socially assistive robotic tutoring platform to teach children with Autism Spectrum Disorder about empathy

Sentry Mirror | Web Designer and Developer

August 2018 to December 2019

Modernized the company's website through the creation of new media and a responsive site redesign while maintaining the desired information architecture

Booz Allen Hamilton | Technical Intern

May 2018 to August 2018

Created image processing algorithms for FPGAs

Northrop Grumman | Technical Intern

June 2017 to August 2017

Designed a data visualization tool for performance reporting

PROJECTS

Mobile App for Autonomous Flying Vehicles

Achieved a 30% conversion rate during a series of Facebook advertising experiments through the use of customer discovery interviews, competitive analysis, rapid prototyping in Adobe XD, and online interviews during the COVID-19 quarantine

Web Design Study for a Small Business

Redesigned an outdated website for a local small business by getting to know their customers through interviews, designing a prototype in Sketch, and conducting online usability testing