Jessica Lupanow

Irvine-based Engineer turned UX 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
Machine Learning for Data Science
Intro to Cognitive Science
Project Management

EXPERIENCE

JLR Interactive | UX Designer

March 2020 to Present (part time until August 2020)

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

USC | Human-Robot Interaction Researcher

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

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Redesigned an outdated website for a local small business by getting to know their customers through interviews, designing a prototype in Sketch, and conducting online usability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