Jessica Sheng

Los Angeles, CA

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EDUCATION

University of Southern California, Iovine and Young Academy　　Los Angeles, CA
Bachelor of Science in Arts, Technology, and the Business of Innovation　　*May 2027*

EXPERIENCE

3D and Technical Artist　　May 2024 – July 2024
Ashita Co.　　*Remote*

- Developed detailed storyboards and concept art for a mixed reality shooter game, aligning with the creative vision and enhancing the game's immersive experience.
- Designed and implemented game-ready 3D assets, including weapons, props, and characters, using Blender
- Created custom shaders with Unity's shader graph editor to ensure quality textures and fully functional porting onto the Vision Pro.

UX Design/Product Lead　　Jan 2024 – Mar 2024
Ashita Co.　　*Remote*

- Led UX research to identify 3 key value propositions and subsequent features to distinguish our social media app from competitors through comprehensive competitor analysis.
- Innovated a 360° navigation feature for a social media app while retaining an intuitive nature.
- Designed 80+ high fidelity UI screens with components and "in-between" screens to be developed, thoroughly examining and maintaining a smooth user flow as users navigate through the app.

VR 3D Modeling Student Assistant　　Aug 2023 – April 2024
USC Ahmanson Lab　　*Los Angeles, CA*

- Accurately digitally reconstructed Bunker Hill's historic buildings in 3D to facilitate immersive educational experiences for virtual visitors.
- Enhanced models for seamless performance in both VR and web-based interactions through optimizing geometry and texture materials.
- Created environments for each block of buildings using pro-builder.

EXTRACURRICULARS

MIT Reality Hack Winner　　2024
Best Use of Bezi　　*Cambridge, MA*

- Developed a mixed reality solution as a team to connect and foster trust between doctors and patients by enabling more transparent medical discussions.
- Prototyped project within Bezi by employing diverse behaviors and states to facilitate seamless integration with Unity and frontend development.
- Orchestrated the flow of content by leading the scripting and design process for the video showcase and recorded audio and mixed reality footage to edit and compile.

Study Garden　　2024
Game development

- Designed a gamified productivity app to make completing tasks and focusing more satisfying through consistent user feedback.
- Created custom scripts to manage data storage and retrieval, game loop, and miscellaneous user interactions.

SKILLS

Technical　:　Blender, Unity, Figma, Canva, Adobe Suite, Procreate, UE5, Lens Studio, Bezi, Astro, HTML/CSS, Javascript