

Jessica Sheng

jessicasheng.me | LinkedIn | Email: jlsheng@usc.edu | Mobile: +1 626-420-2762

Los Angeles, CA

EDUCATION

University of Southern California, Iovine and Young Academy

Bachelor of Science in Arts, Technology, and the Business of Innovation

Los Angeles, CA

May 2027

EXPERIENCE

3D and Technical Artist

Ashita Co.

May 2024 – July 2024

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 an intuitive 3D user interface for navigation within 3D space

UX Design/Product Lead

Ashita Co.

Jan 2024 – Mar 2024

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

USC Ahmanson Lab

Aug 2023 – April 2024

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

Best Use of Bezi

2024

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.

RealityShift Winner

2nd place

2024

Los Angeles, CA

- Led a team as Project Manager and Spatial Designer in designing and pitching an augmented reality social media platform that encourages user engagement through location-based AR media.
- Prototyped AR scene with Bezi to demonstrate feasibility.

SKILLS

Languages : English, Mandarin

Technical : Blender, Unity, Figma, InDesign, Canva, Procreate, Photoshop, Illustrator, UE5, Lens Studio, Bezi, Astro, HTML/CSS, Javascript