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

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 360º 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 – Present
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.

UI Designer and Assistant Research Intern   June 2022 – Aug 2022
UCLA Samueli School of Engineering   *Los Angeles, CA*

- Completed the design of eDrops Community, a website dedicated to fostering a community of EWOD technology enthusiasts through close collaboration with the programming team.
- Assisted in research efforts through designing and conducting experiments utilizing EWOD chips.
- Developed engaging videos illustrating the capabilities and creative opportunities presented by EWOD chips to convey the potential of EWOD technology.

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.

SpatialSC   Fall 2023 - Present
USC's Extended Reality Club   *Los Angeles, CA*

- Participated in SpatialSC workshops to gain hands-on experience with extended reality technologies and mastering industry-standard workflows to innovate in spatial and UX design.

SKILLS

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