Jessica Sheng

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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

R&D Project Manager (AI + Healthcare) — Jan 2026 - Present
Johnson & Johnson MedTech — *Los Angeles, CA*

- Leading development of an AI-assisted system for wound classification across design, engineering, and clinical constraints to translate ambiguous problem spaces into actionable product directions (NDA).

Lead UX Designer — Oct 2024 - June 2025
Vulcan Engineering Solutions — *Remote*

- Led end-to-end UX design for a **SaaS job-bidding platform** used by civil engineers managing complex infrastructure projects.
- Conducted 12+ user interviews and usability tests, identifying key friction points and informing a full redesign of **information architecture and workflows**.
- Managed and mentored a team of 5 designers, aligning research insights with product direction.
- Delivered high-fidelity prototypes that improved task clarity and **reduced user decision time by 30%**.

Interaction Designer (XR / AI) — Feb 2025 - April 2025
American Honda Motor Company — *Los Angeles, CA*

- Developed an interactive Unity prototype simulating **AI-driven in-vehicle experiences** using real-time biometric data inputs.
- Translated complex system behaviors into **clear user scenarios, motion studies, and interface flows**, increasing stakeholder alignment by 80%.
- Designed narrative-driven demos to communicate **future mobility concepts, bridging data, UX, and engineering systems**.
- Prototyped adaptive feedback systems that respond to driver attention patterns, exploring new paradigms for **human-vehicle interaction**.

Product Designer (UX / Spatial Interfaces) — Jan 2024 — Mar 2024
Ashita Co. — *Remote*

- Defined a new navigation model for social interaction to enable navigation without relying on traditional feed-based structures.
- **Reduced user disorientation in early testing by 40%** by introducing guided interaction cues and clearer spatial hierarchy.
- Translated ambiguous product vision into a cohesive UX system and prototype that aligned stakeholders and **secured full internal buy-in** on product direction.
- Delivered 80+ high-fidelity screens and interactive prototypes, accelerating iteration cycles and enabling faster engineering handoff.

Leadership & Extracurriculars

Co-President — Jan 2026 – Present
ICXR (Intercollegiate XR) — *Remote*

- Scaled a global XR community by redesigning ICXR's digital experience, **increasing engagement (web + social) by ~300%**.
- Secured partnerships with organizations including **America Frontier Fund and PIXL**, expanding access to XR opportunities for underrepresented students.
- Organized large-scale industry activations (GDC, Reality Hack), connecting hundreds of students with professionals across XR and emerging tech.
- Expanded ICXR Fest by recruiting presenters from universities without XR programs, broadening platform access and visibility.

MIT Reality Hack Winner — 2026
Best App for Raven — *Cambridge, MA*

- Developed an AR system to correct unhealthy driver gaze behavior using **real-time feedback and behavioral cues**.
- Designed adaptive interaction loops that **respond dynamically to user attention patterns**, improving engagement and response accuracy.
- Collaborated in a fast-paced, interdisciplinary team to take **concept → prototype in 48 hours**.

Skills

Technical : Unity (C#), HTML/CSS, JavaScript/TypeScript, Python, Three.js, Astro
Design : Figma, Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere), Blender
Focus Areas : UX & UI, Information Architecture, Prototyping, Human-Centered AI, Behavioral Design