

Jessica Sheng

Los Angeles, CA

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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

UX Manager

Vulcan Engineering Solutions

Feb 2025 - June 2025

Remote

- Ran usability tests to map workflows and pain points; created a prioritized UX roadmap aligned with business goals.
- Managed a team of 5 interns and led a full brand refresh; set weekly milestones, and aligned stakeholders.

Design Engineer

Honda

Feb 2025 - April 2025

Los Angeles

- Developed Unity interactive demo showcasing dynamic AI adaptation to driver biometrics and data.
- Led visualization iteration that increased stakeholder alignment through user scenario segmentation.

3D and Technical Artist

Ashita Co.

May 2024 - July 2024

Remote

- Implemented 15+ game-ready assets including weapons, props, and characters using Blender for MR applications.
- Created custom shaders with Unity's Shader Graph Editor to ensure seamless functionality on Vision Pro devices.

UX Design/Product Lead

Ashita Co.

Jan 2024 - Mar 2024

Remote

- Led UX research to identify key value propositions and features through comprehensive competitor analysis.
- Innovated a 360° navigation feature for a social media app while retaining an intuitive nature.

3D Modeling Student Assistant

Ahmanson Lab

Aug 2023 - April 2024

Los Angeles, CA

- Digitally reconstructed the buildings of Bunker Hill in 3D for VR while optimizing performance by over 300%.

EXTRACURRICULARS / PROJECTS

MIT Reality Hack Top 10 Finalists

Top 10 Finalist

2025

Cambridge, MA

- Developed a mixed reality, bio-data responsive emotional support animal to make them more accessible.

Multilabel Emotional Analysis

Intro to Machine Intelligence

2025

Los Angeles, CA

- Created 3 machine learning models to identify emotional labels for online speech.

Cohort 0 of Niantic's Developer Accelerator Fund

Niantic

2024

Remote

- Developed a 3D game inspired by LittleAlchemy with Niantic Studio and integrated splats scanned with Scanniverse.

Immerse the Bay Winner

3rd Place Snap Spectacles

2024

Palo Alto, CA

- Developed the first competitive multiplayer PvP AR game on the Snap Spectacles.

SKILLS

Technical : Blender, Unity, Figma, Adobe Suite, HTML/CSS, JS/TS, Python, C++, C, Java