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

Cohort 0 of Niantic's Developer Accelerator Fund　　Oct 2024 - Nov 2024
Niantic　　*Remote*

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

3D and Technical Artist　　May 2024 – July 2024
Ashita Co.　　*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　　Jan 2024 – Mar 2024
Ashita Co.　　*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.
- Designed 80+ high fidelity UI screens with components to be developed.

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

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

EXTRACURRICULARS

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

- Developed a mixed reality solution to foster trust between doctors and patients by enabling more transparent medical discussions.

Immerse the Bay Winner　　2024
3rd Place Snap Spectacles　　*Palo Alto, CA*

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

RELEVANT COURSEWORK

Extended Reality Development　　Spring 2025
IDSN-539

- Used Unity to create 3D, VR, and MR applications.

Extended Reality Design　　Fall 2023
ACAD-217

- Developed a 3D tilemap game within Unity and various AR lens filters with Lens Studio.

SKILLS

Technical　　:　Blender, Unity, Figma, Adobe Suite, Procreate, UE5, Lens Studio, Bezi, Astro, HTML/CSS, JS/TS, Niantic Studio