

# 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

### 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.
- Presented final concept to Honda design team through polished video demonstrations and UI walkthroughs.

### Cohort 0 of Niantic's Developer Accelerator Fund

Niantic

Oct 2024 - Nov 2024

Remote

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

### 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.
- Designed 80+ high fidelity UI screens with components to be developed.

### 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

### 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.

### MIT Reality Hack Winner

Best Use of Bezi

2024

Cambridge, MA

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

### 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, Procreate, UE5, Lens Studio, Bezi, Astro, HTML/CSS, JS/TS, Niantic Studio