

Kirana Moore

✉ kiranamoore14@gmail.com  [Kirana Moore](#)  [kiranamoore.com](#)

EDUCATION

University of Southern California, Iovine and Young Academy

Los Angeles, CA

Candidate for B.S. in Arts, Technology, and the Business of Innovation (GPA: 3.82/4.0), Dean's List

Dec 2026

- **Concentration:** Product Design, UX Research, Spatial Computing (AR/VR/MR), Real-Time 3D Development

EXPERIENCE

EY (Ernst & Young)

September 2025 – December 2025

Product Designer

Los Angeles, CA

- Designed a modular innovation space for EY's Wavespace program on a 4-person team, creating floorplans, user journey flows, and an end-to-end spatial experience guiding participants from arrival through wrap-up.
- Conducted stakeholder interviews and neuroaesthetic research to develop design principles around cognitive elasticity, sensory engagement, and group flow, translating findings into spatial and technology recommendations.
- Specified interactive features including RFID wearables with digital avatars, AI-powered note-taking surfaces, dynamic lighting tuned to circadian rhythms, and holographic walls for hybrid collaboration.

HP Inc. (HyperX)

May 2025 – August 2025

Product Designer

Remote

- Built HyperX's first web-based AR shopping experience for real-time product customization, presented directly to the HyperX CEO, and drove investment interest in AR for e-commerce and brand experiences. ([demo](#)).
- Identified market opportunity where 61% of consumers prefer retailers with AR, yet no gaming peripheral brand offered it, positioning HyperX ahead of Razer, Logitech, and SteelSeries in AR adoption.
- Built a reusable 3D optimization pipeline converting CAD models to cross-platform assets (6M to 10K triangles, 99.7% reduction), cutting load times from minutes to seconds for web, mobile, and AR.
- Collaborated cross-functionally with marketing and UI teams in Figma and Photoshop to integrate Unity and Lens Studio assets into a cohesive AR checkout flow.

Honda

February 2025 – March 2025

Product Designer

Los Angeles, CA

- Led design of an immersive gaming concept, zoning system, and mixed reality features for a future autonomous vehicle on a 4-person team, addressing Gen Z social isolation through flexible communal and private interior spaces ([demo](#)).
- Created all user journey storyboards and built interactive Unity demos with hand-tracked AR interfaces, iterating across 4 client reviews from initial concept to final opt-in/opt-out gaming scenario.

ARUP

August 2024 – December 2024

Product Designer

Los Angeles, CA

- Led foundational research for HiveSpace, a downtown revitalization concept, conducting user interviews, PESTLE analysis, S-curve analysis, and empathy mapping to define the problem space and project direction.
- Originated the core concept of rotating pop-ups in vacant office buildings, identifying that post-WFH downtowns lack engagement while commercial vacancies create opportunity for modular community hubs ([demo](#)).
- Created all 3D visualizations including multi-floor building concepts and retail floor renders, communicating the HiveSpace vision to ARUP stakeholders.

HP Inc. (HyperX)

May 2024 – August 2024

Product Designer

Fountain Valley, CA

- Developed two Lens Studio AR prototypes, including interactive packaging and a QR-triggered product manual that replaced paper guides, saving an estimated \$100K annually at HP's 10M-unit scale.
- Modeled, textured, rigged, and animated assets for 6+ HyperX products (headsets, keyboards, mice, accessories) in Blender, Cinema 4D, and Substance Painter.
- Optimized and animated a low-poly keyboard model for an interactive AR packaging experience, reducing triangle count from 3M to 11K through Rhinoceros 3D mesh optimization and baked textures.
- Built a product AR viewer for the Alloy Origins keyboard, earning stakeholder buy-in for continued AR development in marketing campaigns.

PROJECTS

[Nogi Nogi](#)

September 2025

- Designed a utility collectible transforming from poseable action figure to functional carabiner, engineering a ball-jointed elastic-tension system with magnetic locking for load-bearing use and explored CMF variations with an AI-accelerated Blender-to-Vizcom pipeline that reduced material iteration cycles by 70%.
- Conducted field research at collectible conventions and consumer interviews, performing competitive analysis against Labubu and Sonny Angel to validate product-market fit and position a licensing-ready standardized skeleton for global fandoms.

[Meta Alchemy](#)

February 2025

- Developed a mixed reality prototype for Meta Quest 3 in Unity, implementing drag-and-drop combinatorial gameplay with spatial tracking, controller input, and passthrough using the Meta SDK.
- Designed and optimized 3D assets in Blender for a sandbox-style MR environment, delivering a functional prototype on Quest 3 hardware with modular, extensible architecture.

MISC.

Skills: Adobe After Effects, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Adobe Premiere Pro, Arduino, AutoCAD, Blender, C#, C++, CSS, Cinema 4D, Claude, Clo3D, ComfyUI, Cursor, Figma, Git/GitHub, GPT-4, HTML, Javascript, KeyShot, Lens Studio, Marvelous Designer, Meta XR SDK, MidJourney, MS Excel, Protopie, Python, RealityKit, Revit, Rhino, SketchUp, Stable Diffusion, Substance Painter, Swift, Unity, Vizcom, WebGL, Xcode.