

Kirana Moore

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EDUCATION

University of Southern California

Los Angeles, CA

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

May 2026

- **Coursework:** Unity and C# for XR Applications, 3D Visualization for Fashion and Wearables, AR/VR Experience Design, Front-End 3D Development, Visual Storyboarding and Communication, Spatial and Architectural Composition

EXPERIENCE

Hewlett-Packard (HP)

May 2025 – August 2025

3D Artist

Remote

- Created high-quality, low-poly 3D assets by reducing a Cloud 3 headset model's mesh complexity by 99.7% (6M+ to 15k triangles) using Blender's Quad Remesher, applying PBR texturing with Adobe Substance Painter, and enhancing with lighting and ray-traced rendering in Cinema 4D, enabling real-time product visualization for web and AR brand experiences. ([demo](#)).
- Modeled, textured, lit, and optimized three sets of HyperX headset accessory assets, reducing CAD models from 12M to 30k triangles with Blender's Quad Remesher and manual refinement in Cinema 4D, baking normal and diffuse maps in Adobe Substance Painter for real-time AR customization and web product viewers. ([demo](#)).
- Developed a web-based AR experience for real-time product customization with HX3D accessories, collaborating with marketing/UI teams in Figma and Photoshop to integrate Cinema 4D and Unity assets, earning the HyperX CEO's feedback and driving AR investment interest for e-commerce and brand experiences.

HyperX

August 2024 – May 2025

Augmented Reality Developer

Fountain Valley, CA

- Created poseable and animated real-time low-poly 3D Cloud 3 Gaming Headset model, optimizing geometry in Cinema 4D, texturing in Adobe Substance Painter, and animating, lighting, and rendering in Blender for use in high-fidelity AR prototypes in Lens Studio, supporting product visualization and immersive brand experiences.
- Developed two Lens Studio AR experiences, including interactive packaging ([demo](#)) and QR code-triggered AR manual ([demo](#)), increasing buyer confidence and enabling paperless product education through user-centered design, earning stakeholder support for future AR development in marketing campaigns.

Hewlett-Packard (HP)

May 2024 – August 2024

3D Artist

Remote

- Created low-poly 3D models for Alloy Origins 60, Pulsefire Haste Wireless, and Haste 2 Core Wireless, reducing CAD geometry from 2M to 10K (99.5%), 600K to 40K (93%), and 700K to 40K (94%) triangles by building a Rhinoceros 3D polygon optimization pipeline with the ReduceMesh command, fixing the mesh, texturing, lighting, and rendering in Adobe Substance Painter.
- Optimized and animated low-poly Alloy Origins PBT keyboard 3D model for interactive packaging AR experience, reducing triangle faces from 3M to 11K (99.6% reduction) through Rhinoceros 3D mesh optimization, baking textures in Adobe Substance Painter, and rigging, animating, ray-tracing, and rendering in Blender to support product visualization and marketing campaigns.
- Built product AR viewer in **Meta Spark Studio**, earning stakeholder buy-in for continued AR development ([demo](#)).

USC Bookstore

August 2022 – May 2026

3D Design/Architectural Design Supervisor

Los Angeles, CA

- Interpreted spatial design intent for USC Bookstore facilities, storage spaces, and off-campus locations by creating 3D models and generating architectural renders and drawings using Rhino 3D and Adobe Illustrator, ensuring precise NURBS geometry for operational planning and special events.
- Ensured ADA compliance and effective crowd management in the bookstore by refining Rhino models for normal shopping days and special events with celebrity visits, optimizing NURBS surfaces to enhance accessibility and safe crowd flow.

PROJECTS

[Meta Alchemy](#)

February 2025

- Created optimized NURB 3D assets in Rhino and built a Unity mixed reality sandbox for Meta Quest 3 using its SDK, adding spatial tracking, controller input, and passthrough for efficient real-time interactions.

[Painter of Light](#)

September 2024

- Designed a Thomas Kinkade-inspired immersive art exhibit, modeled NURB model in Rhino, and textured the 3D environment in Blender with shaders, creating advanced lighting, ray tracing, architectural drawings, and interactive elements.

[Catatonia/First Dream](#)

May 2024

- Supported 3D modeling, rigging, and texturing in Blender while directing concept art, storyboarding, and 2D animation for the neo-noir short film Catatonia and First Dream, integrating 2D/3D elements in After Effects and Procreate Dreams for a cohesive mixed-media style.

[The Traveler](#)

September 2023

- 3D modeled The Traveler with NURB modeling in Rhino. It is a whimsical 3D living space with distinct social and retreat zones, enhanced by ray-traced lighting, particle effects, and a Rhino render to convey its inviting tone.

[Zeri Nike Skin](#)

December 2021

- Modeled, Rigged, and Animated a Nike-inspired Zeri skin in Blender and produced 2D/3D concept art, and animated sequences in Photoshop, After Effects, and Procreate Dreams for immersive storytelling.

MISC.

Skills: Adobe After Effects, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Adobe Premiere Pro, Arduino, AutoCAD, Blender, C#, C++, CSS, Clo3D, Figma, HTML, Javascript, KeyShot, Lens Studio, Marvelous Designer, MS Excel, Protopie, Revit, Rhino, SketchUp, Unity.