

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)

Expected May 2026

- Relevant Coursework: **Extended Reality Development, Extended Realities in AR and VR, Extended Reality for Fashion, Constructing Experiences, Dev I, Fundamentals of Design Communication, Architectural Design I**

EXPERIENCE

Augmented Reality Developer

May 2024 – August 2025

Hewlett Packard

Fountain Valley, CA

- **Pioneered cost-saving AR solutions by developing an AR Quick Start Manual for HyperX products**, replacing traditional paper manuals to reduce printing costs while guiding users through setup and usage with interactive augmented reality experiences.
- **Empowered user creativity through an AR demo for customizing HX3D headphones**, enabling users to personalize colors and generate unique purchase codes for made-to-order products, enhancing engagement with HyperX's HX3D catalog.
- **Designed immersive visualizations by creating AR experiences to preview HyperX products** on users' desks or heads, helping customers assess compatibility with their setups and boosting product appeal.
- **Optimized 3D assets by converting high-triangle-count models to low-triangle-count AR-ready versions** using Blender's BlenderKit add-on, collaborating with HyperX's 3D and CGI team to ensure AR-ready models for seamless augmented reality performance.
- Skills: Unity, Lens Studio, Blender, C#, Javascript, C++, Adobe Substance Painter, Rhino, KeyShot, Adobe Aero, 8th Wall, Blender, Meta Spark Studio, Figma, Protopie, Adobe Photoshop, Adobe Illustrator

Unity Developer

February 2025 – March 2025

USC Jimmy Iovine and Andre Young Academy

Los Angeles, CA

- **Developed interactive features in Unity using C#**, implementing core functionality in a play demo that showcased a future car concept's user interactions for Honda's IYA Challenge Sprint.
- **Collaborated creatively to ideate and refine** a visionary car concept, contributing to design iterations that enhanced user experience and aligned with project objectives.
- **Visualized user journeys through multiple iterative storyboards**, effectively illustrating the car's user experience and strengthening the project's narrative.
- Skills: Unity, C#, Figma, Adobe Photoshop, Blender

Architectural Design Intern

July 2023 – August 2023

Studio W Architects

San Jose, CA

- **Mastered architectural detailing by learning and becoming fluent in Revit**, applying skills to model and detail multiple California school remodeling and rebuilding projects
- Skills: Revit, SketchUp, AutoCAD, Bluebeam Revu

PROJECTS

Nike X League of Legends Skin Collaboration

March 2024

- **Designed Nike x League of Legends Zeri skin** for .SWOOSH, 3D modeling, animating, and illustrating splash art for a 1-minute demo.

TECHNICAL SKILLS

Software: Adobe Aero, 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, Meta Spark Studio, MS Excel, Protopie, Revit, Rhino, SketchUp, Unity.
Involvement: Alpha Lambda Delta Honors Society, O.K., Creative Labs, Visual Narrative Society, Onion Skins 2D Animation Club