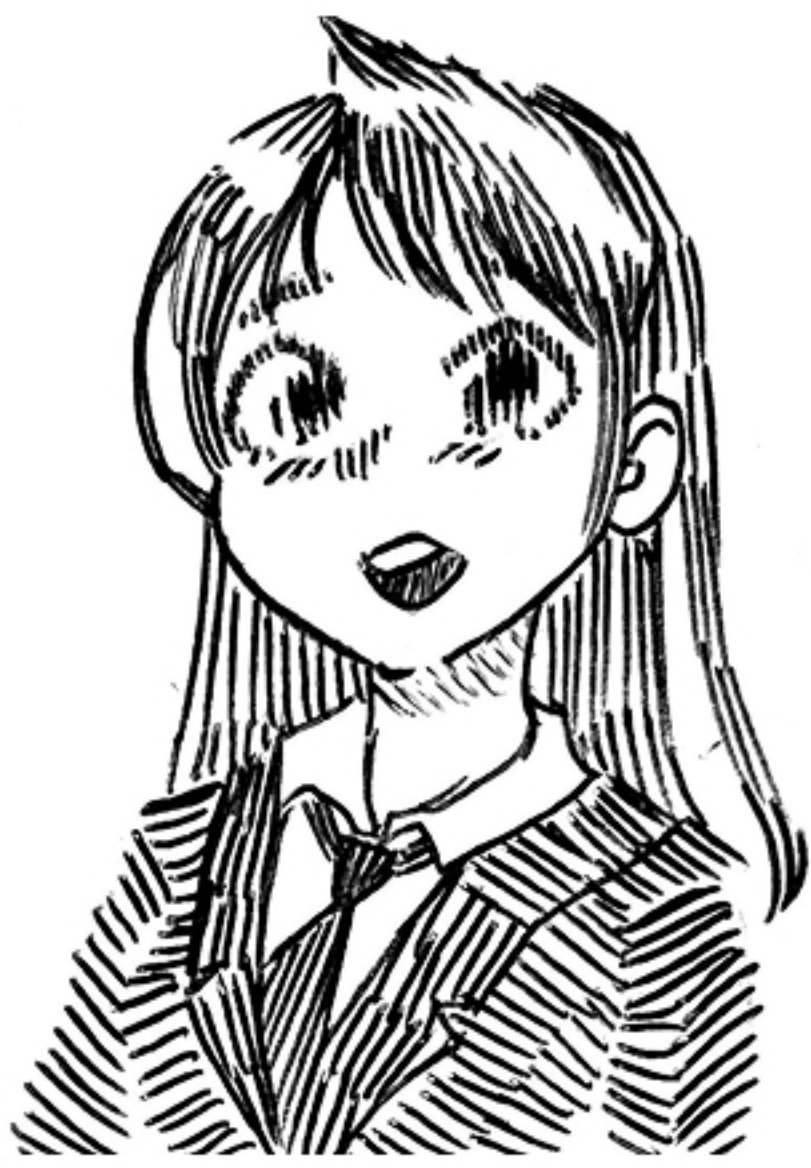




KIRANA MOORE

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EDUCATION

University of Southern California

Bachelor of Science in Arts, Technology, and the Business of Innovation
Emphasis: XR Development, Experience Design, 3D Design

Los Angeles, CA
expected: MAY 2026
GPA: 3.92

SKILLS

XR DEVELOPMENT

Unity, Lens Studio, 8th wall,
C++, JavaScript

SPATIAL DESIGN

Revit, Rhino 3D, SketchUp,
AutoCAD

3D DESIGN

Blender, Substance Painter,
Marvelous Designer, Clo 3D,
KeyShot, Quad Remesh

VISUAL DESIGN

Adobe Creative Cloud, Figma,
Canva, Procreate

EXPERIENCE

IYA INDUSTRY PARTNER August 2025- December 2025
Consultant Los Angeles, CA

- Develop an exploration and design intent for the future of collaborative innovation spaces and mindsets.
- Worked for a global leading professional services and consulting firm.

USC BOOKSTORES September 2022- May 2026
Architectural Supervisor Los Angeles, CA

- Maintained 3D models and floor plans of facilities to ensure ADA compliance and design consistency.
- Designed event layouts for circulation and safety, enhancing staff, celebrity, visitor, and guest experiences.

HEWLETT - PACKARD (HP) May 2025- August 2025
3D Designer / Augmented Reality Developer Remote

- Optimized high-poly CAD models into low triangle count meshes for AR and web use by reducing mesh triangles by 99%.
- Built AR Product Customization demo with Unity and Lens Studio, driving executive interest in AR commerce.
- Developed image tracking 3D model views with JavaScript, successfully deployed and tested on web applications.
- Collaborated with UI/UX team in Figma and Illustrator to create a brand-aligned user interface.

HONDA February 2025- April 2025
Unity Developer Los Angeles, CA

- Developed a Unity demo with 3D assets and adaptive panels to visualize Honda's mobility vision.
- Produced storyboards and interactive prototypes that highlighted personalization and community for Gen Z..

HYPERX August 2024- May 2025
3D Designer / Augmented Reality Developer Fountain Valley, CA

- Created a Rhino 3D optimization pipeline to reduce CAD models by 93-99% and textured, lit, and rendered assets.
- Optimized meshes, animated, ray-traced, and rendered low poly models in Blender for AR packaging and marketing campaigns.

HEWLETT - PACKARD (HP) May 2024- August 2024
3D Designer / Augmented Reality Developer Remote

- Optimized meshes, textured, and animated model from reducing mesh triangles on CAD models by 99%.
- Built two Lens Studio AR experiences—interactive packaging and QR code AR manual—that increased buyer confidence and reduced paper manuals, earning stakeholder support for future AR campaigns.

STUDIO W ARCHITECTS June 2023- August 2023
Architectural Design Intern San Jose, CA

- Produced 3D models, architectural drawings, architectural details in Revit for school renovation projects.
- Modeled classrooms and school sites to support construction planning and fire lane integration.