SAMUEL FRAUSTO

EDUCATION

B.S. Human Technology Interaction | University of Southern California
Iovine and Young Academy | GPA: 3.67 | Expected May 2028
In partnership with the Viterbi School of Engineering

On track to become USC's first Human Technology Interaction graduate.

EXPERIENCE

XR Learning Design Intern / Contractor | Edwards Lifesciences
Jun 2026 - Present
Selected to continue on a 150-hour contract through December 2026

- Lead experience design and prototype implementation for immersive training that lets engineers practice clinical conversations before handling patient calls.
- Translate clinical workflows into interactive scenarios and feedback logic for repeatable, self-service learning.

Media & Communications Intern | The Jel Sert Company
Jun 2025 - Dec 2025

- Produced launch media and campaign creative for Crayola x Fla-Vor-Ice, Pure Kick x Harley-Davidson, and Jamba partnerships.

SELECTED XR & INTERACTION PROJECTS

Synesthesia: Ambient visionOS Experience | USC
Feb 2025 - May 2025

- Led Unity interaction and runtime development on a three-person team for an ambient visionOS app with scene, color, music, and opacity controls.
- Integrated gradient shading and the visionOS workflow using SDK documentation and AI-assisted C# development; teammates owned visual design and modeling.

Alma: Interactive Cardiac Learning | Edwards Lifesciences
Jun 2026 - Aug 2026

- Designed an interactive cardiac-learning experience for employees without a cardiac background, using visual controls to explain anatomy, blood flow, and valves.
- Reduced text density and centered the learning on interaction; directed AI-assisted implementation through a phased build plan and design reviews.

VR Baseball Training | Independent
Feb 2025 - Present

- Rigged and animated a pitcher's delivery in Unity, tying the release point to ball flight for an in-headset catcher-training experience.
- Created fastball, curveball, and slider profiles with spin, break, and velocity; modeled the field and equipment in Blender for Meta Quest.

Pavilia: Immersive Portal | USC
Feb 2025 - May 2025

- Built a perspective-correct Unity portal with paired cameras, render textures, and an HLSL projection shader, enabling continuous views and player transfer between worlds.

Iovine & Young Hall Digital Twin | USC
Jan 2026 - Present

- Developed waypoint navigation and the delivery layer for a shared Omniverse model across web, Meta Quest, and Apple Vision Pro.

Autonomous Traffic Digital Twin | USC
Aug 2026 - Present
In progress | Advisor: USC lecturer and NVIDIA Sr. Workflow Specialist

- Originated faculty-directed research exploring autonomous traffic in Omniverse/OpenUSD; building a sandbox with virtual sensors and live parameter controls.

Seeking Summer 2027 internships in XR and interaction design

samfrausto.com

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SKILLS

Design & research
Interaction design, Systems design, Learning design, UX research, Prototyping, Human factors, Experiment design, Data analysis

XR platforms
Meta Quest, Apple Vision Pro, Web-delivered XR, Waypoint navigation, Kinect, Haptics, Gesture interaction

Engines & runtimes
Unity, NVIDIA Omniverse, visionOS, WebGL, Canvas 2D, Unreal Engine

3D & simulation
Blender, Character rigging, Character animation, USD, Digital twins, Shader programming, Render textures, Physics simulation, Real-time materials

Prototype implementation
C# scripting, JavaScript, HTML/CSS, HLSL, TypeScript

Creative tools
Figma, Photoshop, DaVinci Resolve, Canva, Framer, Adobe Creative Suite

AI-assisted coding tools
Claude, Codex, Sakana AI, Cursor, Claude Code

Frontend project experience
React

Development tools
VS Code, PowerShell

Foundational exposure
Python, C++, Swift

Additional technical exposure
C, MATLAB, Circuits

CERTIFICATION & PLANS

Lean Six Sigma Yellow Belt
Project-based certification earned at Edwards Lifesciences | 2026

SolidWorks certification plans
Planned: CSWA November 2026; CSWP January 2027