

ripley jene

PhD Researcher in Psychology, Media and Technology

Oakland, CA, United States | [LinkedIn](#) | [GitHub](#)

PhD researcher studying human-centered AI, multimodal perception, and emotion recognition through behavioral experiments. Prior Apple R&D experience in ML prototype development and product operations.

EXPERIENCE

Cue Lens: Audiovisual Emotion Recognition Pilot Self-directed doctoral research Designing a remote browser-based study examining emotion recognition across audio-only, silent-video, and audiovisual conditions using RAVDESS stimuli. Study involves randomized emotion identification, confidence ratings, and temporal gates across 48 trials. Planning mixed-effects logistic regression analysis to estimate modality, time, and confidence effects.	Jan 2025 — Present <i>Remote</i>
Independent Strategy and Research Advisor Confidential early-stage company Advised senior leadership on AI product strategy and internal ML capability-building. Developed decision materials and training resources on AI/ML technologies for cross-functional teams.	Jan 2023 — Dec 2024 <i>Remote</i>
Content Project Manager and Worldwide Image Producer Hogarth Worldwide (onsite at Apple) Managed cross-functional production and localization for global web, retail, channel, and print assets. Advanced from project management to worldwide image production, coordinating agency-client delivery across time, budget, quality, localization, and stakeholder constraints.	Jan 2019 — Feb 2021 <i>Oakland, CA</i>
Machine Learning Product Operations Engineer Apple, R&D AI Department Coordinated R&D prototype development and user-acceptance testing across image segmentation, LiDAR, ARKit, and Core ML initiatives. Ran Agile delivery cycles and managed high-volume data and vendor workflows supporting global ML product development.	Jan 2018 — Feb 2019 <i>Remote</i>
Co-Founder and Product Research Lead TherapyOS Led product research and early development for a bootstrapped mental-health technology venture. Built VR therapy simulation prototypes and presented the work in startup pitch settings.	Jan 2016 — Dec 2018 <i>Oakland, CA</i>
Individual Contributor Apple Many roles. Many hats. Many NDAs... if it's not on dotcom...	Jan 2005 — Jan 2021

EDUCATION

Fielding Graduate University <i>Doctor of Philosophy - PhD in Psychology, emphasis in Media & Technology</i>	Sep 2025 — Jan 2027
Fielding Graduate University <i>Master of Arts in Applied Psychology</i> Media & Technology	Jan 2025 — Jun 2026
DeepLearning.AI / Coursera <i>Machine Learning Specialization</i>	Jan 2023 — Dec 2023
Duke University / Coursera <i>Human Factors in AI</i>	Jan 2023 — Dec 2023
International Association of Counselors & Therapists <i>Board Certified in Hypnotherapy/Hypnotherapist</i>	Jan 2022 — Present
buildspace <i>Nights & Weekends</i>	Jan 2021 — Jan 2024
California Southern University <i>Doctor of Philosophy - PhD in Clinical Psychology</i>	Sep 2020 — Jun 2024
Quantic School of Business and Technology <i>Master of Business Administration - MBA in Business Administration, Management and Operations</i>	Sep 2019 — Jun 2019

PROJECTS

Browser-based study of audiovisual emotion recognition and confidence, Cue Lens
Remote/browser-based volunteer study for adults examining emotion recognition across audio-only, silent-video, and audiovisual conditions. Participants complete randomized emotion identification and confidence ratings with temporal measurement windows at 25%, 50%, 75%, and 100%.

Mental health technology for supplementary therapeutic experiences, VR Therapy Simulation Prototypes
Built VR therapy simulation prototypes as part of TherapyOS, a bootstrapped mental-health technology venture. Presented work in startup pitch settings to explore remote supplementary therapeutic experiences.

CERTIFICATIONS

Oracle Deck, Abundance from A to Z, Words of Worth,	Nov 2024
Machine Learning Specialization, DeepLearning.AI	Dec 2023
Human Factors in AI, Duke University Coursera	Dec 2023
creationTVstation,	Apr 2023
Abundance from A to Z,	Jan 2023
process,	Sep 2022
poetry, prose & mantras,	Oct 2013

SKILLS

Research Skills · Active Listening · Creative Problem Solving · Strategic Thinking · Computer Vision · Machine Learning · Artificial Intelligence (AI) · Strategic Consulting · Psychology · Hypnotherapy · Teaching · Leadership · Information Technology · Problem Solving · Team Leadership · Communication · Business Development · Program Development · Joint Ventures · Python (Programming Language) · Project Management · Training · Product Development · Lean Six Sigma · Lean Projects · study design · behavioral measurement · online experiments · mixed-methods synthesis · user-acceptance testing · Agile · Scrum · Git · Bash/CLI · HTML/CSS/JavaScript · AWS · Excel · audio production · video production · interactive media production · emotion recognition · multimodal perception · audiovisual integration · human-centered AI · HCI · XR · VR · product research