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 work in ML prototype development and product operations.

Experience

Cue Lens: Audiovisual Emotion Recognition Pilot Jan 2025 — Present
Self-directed doctoral research *Remote*
Designing a remote browser-based study of emotion recognition across audio-only, silent-video, and audiovisual conditions using RAVDESS stimuli. The study uses randomized emotion identification, confidence ratings, and temporal gates across 48 trials, with a planned mixed-effects logistic regression to estimate modality, time, and confidence effects.

Independent Strategy and Research Advisor Oct 2023 — May 2024
Confidential early-stage company *Remote*
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.

Content Project Manager, Worldwide Image Producer Sep 2019 — May 2021
Hogarth Worldwide *California, US (onsite at Apple)*
Managed cross-functional production and localization for global web, retail, channel, and print assets. Moved from project management into worldwide image production, coordinating agency-client delivery across time, budget, quality, localization, and stakeholder constraints.

Machine Learning Product Operations Engineer Jan 2018 — Jun 2019
Apple *Sunnyvale, CA*
Coordinated R&D prototype development and user-acceptance testing for image segmentation, object occlusions, object motion keypoints, annotations, LiDAR, ARKit, and Core ML initiatives. Ran Agile delivery cycles and managed high-volume data and vendor workflows for global ML product development.

Co-Founder and Product Research Lead Nov 2016 — Jun 2018
TherapyOS *Oakland, CA*
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.

Education

Fielding Graduate University Jan 2025 — Jan 2027
Doctor of Philosophy - PhD in Psychology, emphasis in Media & Technology

Fielding Graduate University Jan 2025 — Apr 2026
Master of Arts in Applied Media Psychology
Media & Technology

DeepLearning.AI Dec 2023 — Dec 2023
Machine Learning Specialization

Duke University (Coursera) Dec 2023 — Dec 2023
Human Factors in AI

International Association of Counselors & Therapists Jan 2022 — Present
Board Certified in Hypnotherapy/Hypnotherapist

California Southern University Sep 2020 — Dec 2024
Doctor of Philosophy - PhD in Clinical Psychology

Quantic School of Business and Technology Oct 2018 — Oct 2019
Master of Business Administration - MBA in Business Administration, Management and Operations

Projects

Framewise - FFmpeg made easy
Code: https://github.com/ripscreates/framewise
Framewise is a free GUI guide to help you get the FFmpeg command line to trim, resize media or convert video, audio formats, & make animated gifs too! Runs in your browser; your media stays on your device. Keeps track of previous history, to run again later. Can also process bulk files from folder too!

Salad Maker Studio 3000

Web-based interactive app to build a custom salad, or choose a pre-set recipe; get a printout receipt with itemized list of ingredients, portion amount, and calories. Built with Chat-GPT Astra based on an idea to build a salad using the design system Colorfigures by April Zhu; view code: https://github.com/ripscreates/saladmakerstudio

Browser-based study of audiovisual emotion recognition and confidence, Cue Lens
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. Presented the work in startup pitch settings to explore remote supplementary therapeutic experiences.

Certifications

Human Factors in AI, Duke University | Coursera — Dec 2023

Machine Learning Specialization, DeepLearning.AI — Dec 2023

Archival Data Only Research, CITI Program

Fielding Alumni, CITI Program

Fielding Researchers, CITI Program

Associate Human Factors Professional (AEP), Embry-Riddle Aeronautical University

Skills

Product Design · Nutritional Counseling · Ffmpeg · Human Factors · Insurance · Research Skills · Active Listening · Creative Problem Solving · Strategic Thinking · Computer Vision · Machine Learning · Artificial Intelligence (AI) · Research · Strategic Consulting · Psychology · Hypnotherapy · Teaching · Leadership · Information Technology · Problem Solving · Team Leadership · Communication · Business Development · Program Development · Joint Ventures · Python (Programming Language) · Training · Product Development · Lean Six Sigma · Lean Projects · Project Management and Development · Study Design · Behavioral Measurement · Online Experiments · Mixed-Methods Synthesis · User-Acceptance Testing · Git · Bash/CLI · HTML/CSS/JavaScript · AWS · Excel · Audio and Video Production · Interactive Media Production · Emotion Recognition · Multimodal Perception