

Kazmuir Long



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https://kazmuir.com



Education

Graduation: May 2021

Bachelor of Science (BS), Temple University – Information Science & Technology

Undergraduate Coursework:

- Component-Based Software Design
- Architecture, Operating Systems & Networking
- Data Structures
- IT Project Management

Professional Experience

MassDiGI Digital Games Institute, Worcester, MA (Remote)

05/2020 – 08/2020

Lead Producer - Merge Surge

- Led implementation of game analytics solution across all teams.
- Organized/hosted industry guest speaker sessions for interns (EA, Nickelodeon, Ubisoft, etc.)
- Created VFX for 8 different 3D bullet types using Unity Shader Graph.

Scholars Studio Virtual Reality Lab, Temple University Philadelphia, PA

08/2019 – 05/2020

Support Engineer Intern

- Assisted student developers/researchers with debugging Unity C# projects in Visual Studio.
- Trained new users on various virtual reality HMDs and their differences (Oculus, HTC, Valve Index, etc).

Polymoney Games, Lausanne, Switzerland (Remote)

03/2019 – 12/2019

Web Developer

- Created and deployed a fully responsive redesign of the company website (HTML5/CSS3, JavaScript, & PHP 7) leading to a measured 60% increase in U.S. based users.
- Iterated on UX design changes based on user feedback obtained through surveys & testing.

Klein College of Media and Communication, Philadelphia, PA

01/2019 – 06/2020

Web Developer Intern

- Assisted in managing and building redesign of 10+ affiliated websites using HTML5/CSS3, JavaScript, & PHP 7.
- Collaborated with web management lead to track/fix bugs such as web API inconsistencies.

Independent Projects

Producer/Programmer – **Turtle Derby Virtual Reality**

- Developed VR-enabled betting UI and output displays for turtle attributes and race winner.
- Programmed script to randomize the speed of racing turtles and corresponding sound effects.

Programmer – **Wendell's Extreme Feeding Contest**

- Developed quick time event system for displaying player input prompts (WebGL).
- Programmed asset manager to coordinate camera sweeps, audio, transitions, and animations.

Skills

Unity3d

C#

.NET

MySQL

Jira

Android

Git

Adobe Creative Suite

WebGL

Agile methodologies

Activities

Digital Content Manager – VR/AR Association Philadelphia (VRARA)

02/2020 – Present

Conference Associate – Game Developers Conference (GDC)

03/2019 – Present

Student Representative – Association for Computing Machinery (ACM)

01/2018 – 09/2018