

# Kazmuir Long



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<https://kazmuir.com> |



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## Professional Experience

**VR/AR Association (VRARA)**, Philadelphia, PA 02/2020 - Present  
Community & Digital Content Manager

- Develop and execute community engagement initiatives from the ground up (Monthly game jams, Esports tournaments, social media campaigns, & workshops).
- Build core yearly growth strategy roadmap, prioritizing member incentives & benefits.

**Unity Technologies**, Framingham, MA (Remote) 10/2020 - 1/2021  
QA Engineer

- Conducted research for implementation of Unity communication services tools (Vivox) in prototyping AR applications for manufacturing vertical.
- Made UI improvements to Unity in-game voice chat public facing sample application.

**MassDiGI Digital Games Institute**, Worcester, MA (Remote) 05/2020 - 08/2020  
Lead Producer - Merge Surge

- Establish and adjust milestone deliverables for iOS and Android release.
- Implemented user behavior analytics solution to generate weekly performance reports.
- Organized/hosted industry guest speaker sessions for interns (EA, Nickelodeon, Ubisoft, etc.)

**Polymoney Games**, Lausanne, Switzerland (Remote) 03/2019 - 08/2019  
Web Developer

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

**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).
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## Independent Projects

### "How To Create A Virtual Reality Project with Unity in less than 20 minutes!"

Walk-through Link: [rebrand.ly/create-virtual-0a7f8](https://rebrand.ly/create-virtual-0a7f8)

- Led live workshop teaching college students how to create a functional virtual reality project using the Unity3D engine.

### Wendell's Extreme Feeding Contest - Link: [rebrand.ly/wendell-extreme-813d8](https://rebrand.ly/wendell-extreme-813d8)

- Action RPG game created in Unity3D engine (playable in any browser.)
- Developed quick time event system & asset manager for displaying player input prompts.

For more projects visit [kazmuir.com](https://kazmuir.com)

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**Education** Bachelor of Arts (BA), Media Studies and Production - Temple University

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**Skills** Adobe Creative Suite MySQL Unity3D Jira Google Search Console

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## Additional Activities

**Conference Associate** - Game Developers Conference (GDC) 03/2019 - Present