

# Kazmuir Long



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<https://kazmuir.com> |



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## Professional Experience

- Harmonix Music Systems**, Boston, MA (Remote) 06/2021 - Present  
Product Manager Intern
- Conduct player data analysis and competitive intelligence research to understand feature sets and pricing models used by key competitors.
  - Configure live elements of video game titles and program weekly in-game content.
- VR/AR Association (VRARA)**, Philadelphia, PA 02/2020 - 06/2021  
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.)
- 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 web browser.)

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

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Grad. Dec 2021

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

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**Skills** Adobe Creative Suite    MySQL    Unity3D    Jira    Google Analytics

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## Additional Activities

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