Michael Longo

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*Summary*

* Game Design and Development major in progress
* Excellent communication skills and experience working in teams
* Understanding of game mechanics
* Creative mind and great imagination
* Detail Oriented
* **Skills:** Photoshop, Construct 2, Unity, 3DS Max, Substance Designer, Substance Painter, Word, Excel, Visual Studios, PowerPoint, Illustrator

*Education*

* Daniel Webster College, | Nashua, NH
* Bachelor of Science; [Game Design and Development]
* Anticipated Graduation: May/2018

*Work Experience*

* Pool Maintenance for a condo complex over the summer

*Volunteer Experiences*

* Gabriel Society (Band that did charity work such as caroling, or playing at multiple nursing homes for Christmas )
* Various fundraisers with the Scouts
* Volunteered for a Jewish food pantry
* MS walk
* Donated money for Katrina victims
* Helped a charity for kids in Haiti

*Interests*

* Trumpet
* Video Games
* Karate (black belt)
* Canoeing
* Swimming
* Former Boy Scout