

# Christy Long

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## EDUCATION

### Georgia Institute of Technology

*Bachelor of Science in Computational Media (Computer Science and Visual Design)*  
*Minor in Industrial Design*

Atlanta, GA

August 2023 – May 2027

• **Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Linear Algebra, Discrete Mathematics, Objects & Software Design, Computer Organization, Computer Graphics, Data Visualization, Computer Ethics, Artificial Intelligence, UI/UX, Web Development, Human-Computer Interaction, AR/VR

## TECHNICAL SKILLS

**Technical Languages:** Python, Java, C#, JavaScript, HTML, CSS, Ruby

**Technical Skills:** Unity, Figma, Android Studio, Git, Visual Studio, PyTorch, Node.js, Excel, React, Linux Command Line, Django, CAD

## PROJECTS

### Electronic ARTrium | Unity, Python, C#

Atlanta, GA

*Student Researcher*

May 2024 – Current

- Engineered and designed sensor-driven interactive art installation using Unity & C# for Spring 2025 Exhibit under Professor Mary Ann Weitnauer for over 500 visitors.
- Led user-centered design initiatives and conducted human-computer interaction research, leveraging real-time data streaming and Ethernet-based processing to orchestrate synchronized visuals, audio, and mechatronic motions with Python.
- Innovated real-time technology solutions and developed specialized tools that enhanced interactive user experiences, improving interface functionality by 25% and engagement time by 40%.

### Atlanta Food Finder | Python, Django, Figma

Atlanta, GA

*Team Lead*

June 2024 - September 2024

- Led a cross-functional team of five in the design and development of a web application utilizing Django and Google Maps API, aimed for users to discover restaurants for over 1,000 residents and students of Atlanta.
- Implemented key features as full-stack support that allow users to search for restaurants by location, cuisine, rating, and operating hours, with integrated user reviews and real-time GPS directions.
- Applied Scrum methodologies to streamline team collaboration, quickening the delivery of a fully functional app 20% ahead of the projected timeline.

## CAMPUS & COMMUNITY INVOLVEMENT

### Prototyping Instructor, Invention Studio | Ruby, CAD

January 2024 - Current

- Operate 3D printers, precision laser cutters, advanced waterjets, specialized metalworking facilities, and high-precision CNC mills.
- Utilized 3D CAD software, Ruby Programming, and Leonardo Design Studio on various studio machines.
- Supervise and mentor over 3,000 Georgia Tech students on personal and academic projects alongside for students training to become provisional instructors.

### UI/UX Team, Design Club | Figma, SwiftUI, AI, Accessible Design

January 2024 - Current

- Participated in 10-week bootcamp learning and applying the fundamentals of UI/UX, the double diamond model, atomic design, and generative AI.
- Collaborated with the IOS club to build UI/UX and front-end of IOS app, Nomad, which, streamlined road-trip itinerary planning and applied CarPlay integration using SwiftUI, Firebase, and Figma, reducing travel preparation time from 1 hour to 20 minutes.

### Resident Assistant, Georgia Tech Department of Housing

May 2024 - Current

- Supervised a residence hall of 40 students, cultivating a strong sense of community through the organization and facilitation of over 10 social and educational events
- Served as the primary point of contact for handling emergencies, including student welfare and administrative responsibilities.