

# JUSTIN LONG

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## EXPERIENCE

<b>Mattel, Inc</b> <i>Associate Software Engineer, Discovery Tech Lead</i>	El Segundo, CA July 2024 - Present
· Rapidly building web-based, mobile, and physical prototypes that demonstrate cutting-edge technology platforms spanning frontend services, connected physical toys, API integrations, and AI as part of Mattel's R&D team utilizing Agile/SCRUM methodologies	
· Collaborating alongside a team of 10+ designers and product developers, requiring consistent cross-functional team communication via design flowcharts and thorough documentation	
· Created an internal search optimization tool parsing 100+ documents to aid Mattel designers and executives	
<i>Software Engineering Intern</i>	June 2023 - July 2024
· Developed an interactive Mattel virtual character platform supporting 50+ internal users using Unity and Azure	
<b>Pomona College Computer Science Department</b> <i>Teaching Assistant</i>	Claremont, CA August 2023 – May 2024
· Co-taught 2 sections of Languages & Computation Theory to 40+ students, holding 3+ hours of weekly instruction	
<b>Keck Graduate Institute</b> <i>Machine Learning Research Assistant</i>	Claremont, CA January 2023 - May 2023
· Collected and visualized NLP data with a team of 3 graduate professors using Python, Gensim and Matplotlib	
· Applied topic modeling and other unsupervised machine learning techniques to group 9 million+ tweets by topic	

## PROJECTS

<b>AfricActive Volunteering Organization Website</b>	January 2026 - Present
· Revamping site for africActive (local food distribution nonprofit org) with sleek design and updated assets	
· Modernizing dashboards and UI to drive crucial donations from 1,000+ supporters	
<b>Regular Show Quote of the Day Website</b>	September 2025 - November 2025
· Constructed an original corpus of 25,000+ lines of script dialogue and visualized using Matplotlib to extract key statistics about character representation	
· Created public-facing site featuring character assets, a timer, and other front-end features using Javascript	
<b>Photo-Sharing Website Reliability Maintenance</b>	January 2024 - April 2024
· Utilized AWS EC2, Tomcat, PostgreSQL, and Tmux to deploy a functional photo-sharing website	
· Monitored the site on-call using New Relic and alerted 3 team members of errors using PagerDuty	
· Scaled site infrastructure using load balancing to process requests for over 10,000 users	
<b>Building a Game Engine from Scratch in Rust</b> <i>as part of Game Engine Programming class</i>	August 2023 - December 2023
· Developed a version-controlled 2D and 3D game engine that features rendering, an event loop, user input, physics, sound effects, and 3 example minigames in a team of 3 programmers	

## EDUCATION

<b>Pomona College</b> <i>BA, Computer Science &amp; Minor in Cognitive Science</i>	Claremont, CA May 2024
<b>GPA:</b> 3.94 <b>Honors:</b> Pomona College Scholar Award	
<b>Relevant Coursework:</b> Computer Systems, Managing Complex Systems, Algorithms, Data Structures, Linear Algebra, Game Engine Programming, Computational Media, Languages & Theory of Computation	

<b>Danish Institute for Study Abroad</b>	Copenhagen, Denmark
<b>GPA:</b> 3.93 <b>Relevant Coursework:</b> Computer Graphics & 3D Programming, Game Development	<i>Fall 2022</i>

## SKILLS

<b>Programming Languages:</b> Python, C#, Javascript, Rust
<b>Front-End Development:</b> React, TypeScript, Vite, HTML5, CSS3, component-based architecture