

JUSTIN LONG

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EXPERIENCE

Mattel, Inc

Associate Software Engineer, Discovery Tech Lead

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

Software Engineering Intern

June 2023 - July 2024

- Developed an interactive Mattel virtual character platform supporting 50+ internal users using Unity and Azure

Pomona College Computer Science Department

Teaching Assistant

Claremont, CA
August 2023 - May 2024

- Co-taught 2 sections of Languages & Computation Theory to 40+ students, holding 3+ hours of weekly instruction

Keck Graduate Institute

Machine Learning Research Assistant

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

AfricActive Volunteering Organization Website

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

Regular Show Quote of the Day Website

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

Photo-Sharing Website Reliability Maintenance

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

Building a Game Engine from Scratch in Rust

as part of Game Engine Programming class

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

Pomona College

BA, Computer Science & Minor in Cognitive Science

Claremont, CA
May 2024

GPA: 3.94 **Honors:** Pomona College Scholar Award

Relevant Coursework: Computer Systems, Managing Complex Systems, Algorithms, Data Structures, Linear Algebra, Game Engine Programming, Computational Media, Languages & Theory of Computation

Danish Institute for Study Abroad

GPA: 3.93 **Relevant Coursework:** Computer Graphics & 3D Programming, Game Development *Fall 2022*

SKILLS

Programming Languages: Python, C#, Javascript, Rust

Front-End Development: React, TypeScript, Vite, HTML5, CSS3, component-based architecture