

# Kaitlin Long

Producer

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## Education

**Bachelor's in Digital Media** University of Central Florida Spring 2021 GPA 3.86  
**Minor in Computer Science**

## Skills

- C#/C/Java
- Unreal/Blueprints
- MS Office
- Unity
- JavaScript
- Photoshop/Illustrator
- Jira/Confluence/Smartsheets
- SQL/ MySQL
- HTML and CSS

## Work Experience

### Activision, Santa Monica | June 2020 - Present

#### Student Associate (Production) | August 2020 – Present

- Overseeing delivery and quality checking of assets submitted to archive.
- Working with QA in evaluating beta and marketing build quality for each client release.
  - Helping team members get access to beta and marketing builds and using various debug features.
- Optimized data telemetry workflow and managing data telemetry statuses for requested features.
- Assisting in creating VO scripts for high value characters.
- Keeping various calendars, client release schedules, and Jira up to date across multiple teams.

#### Mobile Production Intern | Summer 2020

- Managed the distribution of devices to QA and created testing schedules for pre-production projects.
- Assisted in enhancing team processes and onboarding with creative team feedback solutions, a quick start guide to the game, and creating a team glossary.
- Designed Season crates with Rare and Uncommon items generating approx. \$2.5m per crate.
- Assisted LiveOps with ways of presenting work to stakeholders and team, and multiple Jira tasks.
- Assisted in archiving multiple projects and created an optimized archive pipeline and schedule.
  - Created archiving tutorial documentation for other studios.

### EA Sports | Assistant Producer (Intern) | Summer 2019

- Designed user facing and engaging content through game objectives.
- Acted as Localization Manager and drove the coordination between the NBA Live Team, Localization team, and First-Party.
- Worked with 4<sup>th</sup> generation Dev kits for bug fixing and testing in-game changes.

## Experiences/ Extra Circulars

### Porchlight | Activision Intern Veteran's Day Project | Summer 2020

- Volunteer project that helped Porchlight make their team onboarding more interactive.
- Acted as the point of contact for Porchlight and our team and assisted in project management duties.
- Created deadlines and kept team on track throughout the course of the internship.

### Game Dev Knights | Vice President | 2020 – 2021

- Created the Game Dev Career Services within the club and helped club members build confidence in entering the workforce.
- Acted as Head of Staff and delegated tasks to staff for various events.
- Assisted in planning and hosting workshops, game jams, and social events.

### Unity Sponsored Workshops and Game Jams | 2019-2020

- Co-hosted numerous workshops with the Unity Student Ambassador at UCF on various topics and skill levels. Including workshops covering Advanced C# Topics and UI.
- Co-hosted an Online Game Jam and gave out over \$2,000 in Unity related and cash prizes.