


Kaitlin Long

Producer

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Education

Bachelor's in Digital Media University of Central Florida Expected 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 | June 2020 - Present

Student Associate | August 2020 – Present

- Continued support in Live Ops, team processes, and asset archiving.

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 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 **4th 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 become more confident 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 on campus 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.

Projects

Fleece Farms | Unity | PC | Class Project

- Acted as producer/programmer on a team of 9.
- Created **timelines**, delegated tasks, and programmed an animal customization system.

DUGEONS ND DRGONS | Unreal | PC | Class Project

- Acted as a programmer on team of 5.
- Created several puzzle mechanics in **blueprints** and experimented with **Unreal lighting systems**.