

Ricardo Longo Minervino

Software Developer | Game Developer |

Bronx, NY 10458
917 - 569 - 1634
rlongo6@fordham.edu

EDUCATION

Fordham University – Rose Hill Campus

May 2021

- Bachelor of Science in Computer Science.
- Relevant Coursework: Computer Algorithms, Java Programming, Data Communications and Networks, Data Mining, Operating Systems, Web Programming, Database Systems, Intro to Video Game Design.

PROFESSIONAL EXPERIENCE

Technical Assistant – Fordham U. Walsh Library

June 2019 - September 2019

- Managed the constant administration and maintenance of over one hundred-sixty Windows and iOS computers and applications, letting to a longer life span of the device.
- Assisted university with technical problems improving productivity with a quick response.
- Interacted with the operating system to fix soft network issues, solve programs, and network persisting problems, mobile connectivity problems, and develop efficient software.
- Setup for library events and providing trouble shutting for events, which let to smooth events and more events request by the same organizations.

Computer Science Teacher – AEI 2 Charter High School

September 2021 - Current

- Teach students of a Computer Engineering High school the basics of Pythons, basics of algorithms, debugging, testing, and libraries helping them to develop as programmers.
- Greatly improved student interest with creative programming learning activities and with lesson regarding video game development leading to a higher passing rate of students.
- Increased classroom management and behavior, leading to higher student success.

RELATED EXPERIENCE

Lead Actor - Opening Act

September 2015 - May 2017

- Performed at four shows and attended weekly rehearsals for shows like "The Great Comet 1812" and "Midsummer Night's Dream."
- Participated in fundraising events, team performances, let to a rise in donations.
- Assisted the director as a lead actor with stage directions and script edits, creating new narratives, which led to an increase of spectators over each semester.

Vice-President - Fordham U. Contemporary Science Fiction

May 2018 – May 2020

- Created interactive story narratives for members to solve as club activities, stories Improved motivation, teamwork, and relations between members.
- Managed Esport Competitive team and organized competitions for members which resulted in victories and team classification to playoffs during national college tournament.

PROJECTS

"Silver Blood" – Game Design

June 2021 – Present

- Used of Javascript and RPG maker in game development which allows for new gameplay style, and addition to narrative events affecting gameplay, increasing game deep.
- Original production of music, visuals, debugging, and level design for the game leading for a most immersive experience, focus on a specific theme.

"WISDM" Cybersecurity Research – C++

Fall 2017

- Software development using vectors and Object-oriented programming identifies Tumblr and Twitter posts with possible dangerous propaganda to improve social network security.

Skills

- Coding: Proficient in C++, Python, Java, HTML, CSS, PHP, Javascript, SQL, R and Assembly Code.

- Video Editing: Photoshop, DaVinci 16, iMovie, Adobe Premiere and Final Cut Pro

- Game Design: GDevelop5, Unreal Engine and Unity

- Others: Microsoft Office

Hobbies

- Animation, Game Design, Theatrics, Video Editing, Philosophy, Dungeons and Dragons, and Fiction Novels.

Languages

- Spanish, Italian

Links

- Github: rlongocode
- LinkedIn: rlongo6

Personal Skill

- Team Worker
- Adaptability
- Decision-maker
- Leadership