

# Ricardo Longo Minervino

Software Developer | Game Designer

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## EDUCATION

**Fordham University – Rose Hill Campus**

May, 2021

- BS 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.

## EXPERIENCE

**Tech Assistant – Fordham U. Walsh Library**

June 2019 - September 2019

- Administration and maintenance of Windows and iOS computer software and dispositive.
- Assistance in fixing technical problems of university students, staff, and other visitors' personal computers.
- Interact with the operating system using the command prompt to solve more complex system errors.
- Computer and Technological preparations for events and assistance during important events.

## EXTRACURRICULAR ACTIVITIES

**Lead Actor - Opening Act**

September 2015 - May 2017

*Performances: Yes Fest - Summer Conservatory - 10th/11th Annual Play Reading. Great Comet 1812. Training: Master Summer Conservatory and Michael Howard Studios Conservatory.*

- Rehearsal of shows and performance of theater such as "Great Comet 1812" and "Midsummer Night's Dream" in Broadway for over a thousand of spectators.
- Leadership and assistance in the administration of my local theater program.

**Vice-President - Fordham U. Contemporary Science Fiction**

May 2018 – May 2020

- Weekly presentation and events administration for over 40 club members.
- Weekly crafted story narratives with a series of events for club members.
- Leadership and management of the Esport competitive team of the club.

## PROJECTS

**"Silver Blood" – RPG Maker Game**

June 2021 - Present

- Turn Base RPG with a creative "Isekai" narrative with "Fire Emblem" combat.

**"Client & Socket Server" – Java**

December 2020

- A Client and Server text chat that works as a Server and Client interaction.

**"Top Grossing Movies" – Data Analysis**

May 2021

- Analysis ruling common qualities of Top-grossing Movies with a decision tree.

## Skills

- Coding Skills: Advance C++, Python, Java, HTML CSS, Java Script, and Intermediate PHP, Assembly Code, and MySQL.

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

- Game Design: GDevelop5, RPG Maker, Twine, and Unreal Engine.

- Others: Microsoft Office.

## Hobbies

- Video Games, Animation, Theatrics, Fiction Novels, Philosophy, and Video Editing.

## Languages

- Spanish, Italian, English

## Links

- LinkedIn: rlongo6
- Github: rlongocode

## Personal Skills

- Team Worker
- Adaptability
- Problem-solver
- Decision-maker
- Openness to criticism