

## ASA LONGINO

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### EDUCATION

#### Kennesaw State University

Expected: 12/2024

*Bachelor of Science in Computer Science.*

*Concentration in Artificial Intelligence*

Kennesaw State University, Kennesaw, GA

GPA: 3.95

### RELEVANT COURSEWORK

Programming and Problem Solving I & II  
Computer Organization and Architecture  
Introduction to Software Engineering

Probability and Data Analysis  
Artificial Intelligence  
Algorithm Analysis

Technical Writing  
Operating Systems  
Data Structures

### PROFESSIONAL EXPERIENCE

#### Brahma Marketing, LLC

Kennesaw, GA

*Chief Technical Operator*

07/2023 – Present

- Use CAD to design and prototype replacement parts for manufacturing equipment.
- Operate and perform maintenance on various types of production machines.
- Co-run the business second to the owner by managing clients, inventory, and orders.

#### 3D Modeling and Printing

01/2016 – Present

*Freelancing and personal hobby*

- Running a small business on Etsy 3D modeling and printing props.
- Creating models from reference images & concept art in Blender.
- Armature rigging and IK constraining.
- Texturing models with Substance Painter

#### Game Development

01/2025 – Present

*Freelancing and personal hobby*

- Proficiency with the Unity game engine and C#.
- Developing and releasing apps to Google Play.
- App monetization, Ads, and IAP.
- Collect and apply user feedback and bug reports.

#### Prysm Collective, LLC

06/2023 – 07/2023

*Production Assistant*

- Recorded virtual production motion data using TakeRecord in Unreal Engine.
- Worked simultaneously with a small team using source control.
- Ability to meet strict deadlines and stay under budget.

#### SceneForge Studio

10/2021 – 05/2022

*Software Development Contractor*

- Created a custom terminal and scripting language within the Unity game engine.
- Connected the bridge between backend systems and frontend interfaces.
- Communicated with a small team to implement features.
- Reviewed and solved bug reports.

### AWARDS

President's List (Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022, Spring 2023), Dean's List (Fall 2023)

### SKILLS

Soft skills: Problem-solving, teamwork, meeting deadlines, attention to detail & formatting.

Technical skills: C#, Java, Python, OpenGL, GLSL, Visual Studio, RStudio, IntelliJ, Unity, Unreal Engine, ChatGPT API, CAD, GitHub, AWS, Adobe, 3D Printing.