Sheryl Long

sclong@andrew.cmu.edu | https://sherclong.glitch.me | linkedin.com/in/sherclong

EDUCATION

Carnegie Mellon University   Pittsburgh, PA
Master of Entertainment Technology   Expected Graduation: May 2024

The University of Texas at Austin   Austin, TX
B.S in Arts and Entertainment Technologies   Aug 2018 - May 2022
   Certificates: Scientific Computation and Data Sciences, Informatics, Elements of Computing

SKILLS

Languages: Swift, C#, Python, JavaScript
Web Development: HTML, CSS, PHP, React, WebGL, Figma
Game Development: Unity, Unreal Engine, Oculus, Maya, Zbrush, Adobe Creative Suite
Collaboration: Perforce, Github, SVN, Postman, Jira, Trello, CircleCI

PROFESSIONAL EXPERIENCE

Lunchbox   New York, NY
Software Engineer Intern - iOS Core Team   May 2022 - Aug 2022
- Worked on POS applications for nationwide chain restaurants
- Rewrote location and order screens in **SwiftUI** using MVVM with Clean architecture
- Expedited product launch time from 12 days average to less than 1 week
- Implemented account deletion feature, network requests, and API calls

University of Missouri   Kansas City, MI
Web Developer Intern   Feb 2022 - May 2022
- Implemented web tools in **Cascade CMS** for official university websites
- Developed macros for table display and social media section in **JavaScript** and Velocity
- Troubleshot and set up analytics for live websites on the server

Liberal Arts Instructional Technology Services   Austin, TX
Web Assistant   Jan 2020 - May 2022
- Administered websites through various CMS(Cascade, Wordpress, and Web Editor)
- Researched interactive experiences and website templates for university departments
- Provided support for 20 different applications and web development projects

SELECTED PROJECTS

Machine Learning vs. Statistics Research
- Compared machine learning and statistical prediction models
- Collaborated with statistics and computer science professors
- Implemented data visualization libraries to present findings to faculty committee
- Tech: **Python**, Matplotlib, Pandas

Building Virtual Worlds
- Developed VR and AR worlds with 5 people teams, project and team changed every 2 week
- Programmed interactions, game mechanics, and reactive environments
- Tech: **C#**, Unity, Oculus Quest 2

Generative Visuals for Austin Design Week
- Built a real-time audio visualizer for LED billboard panels at an annual design festival
- Collaborated with sound designers to implement themed environments for reactive visuals
- Tech: **C#**, Unity, TouchDesigner