Simon Meyer

Menomonie, WI (952-215-5277)
simonmeyerdesign@gmail.com
Portfolio: penrose3.github.io/portfolio/
LinkedIn: linkedin.com/in/simon-meyer-design/

Employment

XR Intern at Hybrid Medical Animation (2021 - Present)
Assisting in the development of VR software for medical device training. Working within Unity to implement UI, audio, animations, and 3D elements.

Game Artist at UW Stout MOC (2020 - 2021)
Employed by the Manufacturing Outreach Center to create a Lean Manufacturing training simulation for Android tablets using Unity.

Web Director at Blue Devil Productions (2020)
Maintained the website for BDP, a campus organization that provides entertainment for students. Completed a full redesign of their website that launched fall 2020.

Supervisor at Culver's of Menomonie, WI (2017 - 2020)
Kitchen supervisor, managing employees in a leadership role.

Team Member at Culver's of Navarre, MN (2013 - 2017)
Working with a team, developing work ethic. Received 2 scholarships from the Culver's Foundation that went towards education at MCTC.

Projects

Inconvenience Store (2020 - 2021)
Unity 3D cooperative party game created for the Game Development Capstone at UW Stout. Simon primarily worked as a UI artist on this project, but also did graphic design and social media management.

Blue Devil Productions Website Redesign (2020)
Updated BDP's website with a new look. Their previous website hadn't been redesigned in ten years, which made clean documentation for future web directors a focus of the project.

KEJI (2020)
Browser puzzle platformer created for the 2D Game Design course at UW Stout. The game included a mechanic that would change the level when the browser window was resized. Winners of best gameplay at Stout Game Expo. (SGX)

ICE Vision Challenge in Moscow, Russia (2019)
Programming competition that was held in Moscow. Developed a neural network using Python for identifying road signs as a member within a team of 5 Stout students. Winners of best presentation.

About

Simon is a designer and software developer who enjoys focusing on the user experience. He has used his knowledge to create websites, software, and video games.

Education

· BFA in Game Design and Development - Art from UW Stout.

· AAS in Web and Interactive Media from Minneapolis Community & Technical College. (MCTC)

· Minor in Computer Science from UW Stout.

Skills

· Design programs including Adobe Photoshop, Illustrator, Indesign, and XD.

· 3D modeling and texturing with Maya, Blender, Substance Painter, and ArmorPaint.

· Game development with Unity, Unreal, and Phaser.

· Markup and programming languages including HTML, CSS, Javascript, PHP, C#, C++, Java, and Python.

· Motion graphics and video editing using Adobe After Effects and Premiere.