

# Simon Meyer

Menomonie, WI, United States

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## Experience

### UI Developer at Sharetec Systems (2021 - Present)

Developed the UI of reporting software used by credit unions. Creation of analytical and operational reports using Logi Info Studio, SQL queries, XML/JSON parsing, HTML/CSS, and Javascript.

### XR Intern at Hybrid Medical Animation (2021)

Assisted in the development of VR software for medical device training. Worked within Unity to implement UI, audio, scripts, animations, and 3D elements. Helped provide testing, problem solving, and feedback for creating a smoother user experience.

### Game Artist at UW Stout MOC (2020 - 2021)

Worked with Unity and Blender to create a multiplayer 3D simulation targeting Android tablets. The simulation was a lean manufacturing training program. Contributed 3D models, textures, UI, programming, user testing, graphic design, animations, and concept art.

### Web Director at Blue Devil Productions (2020)

Maintained the website for a student-centered organization at UW-Stout that coordinates entertainment events. Redesigned their website from the ground up. Also worked on photo editing, social media, and marketing.

### Supervisor at Culver's of Menomonie, WI (2017 - 2020)

Supervisor in a quick-service restaurant's kitchen. Fast-paced work environment, developed leadership skills, and promoted teamwork.

### Team Member at Culver's of Navarre, MN (2013 - 2017)

Working between the front line and kitchen in a quick service restaurant. Developed customer service skills, communication, and work ethic.

## Education

### BFA in Game Design & Development - Art (2016 - 2021)

Earned from University of Wisconsin - Stout. Focused on UI and UX design, along with creating unique gameplay mechanics. Studied design principles, fine art, and technology skills. Earned a minor in Computer Science that focused on logic and object-oriented programming.

### AAS in Web & Interactive Media (2013 - 2016)

Earned from Minneapolis Community & Technical College. Studied web and graphic design skills, including web development and design theory. Projects included user personas, interactive prototypes, WordPress sites, and marketing strategies.

## About

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

Simon's top skills are Agile Methodologies, Unity, HTML, CSS, Autodesk Maya, Blender, Adobe Photoshop, Adobe Illustrator, UX, UI, C#, and Javascript.

## Skills

- Design programs such as Adobe Photoshop, Adobe Illustrator, Adobe Indesign, and Adobe XD.
- 3D modeling, animation, and texturing with Autodesk Maya, Blender, Substance Painter, and ArmorPaint.
- Game development with Unity, Unreal Engine, and Phaser.
- Markup and programming languages including HTML, CSS, Javascript, PHP, C#, and C++.
- Motion graphics and video editing using Adobe After Effects and Adobe Premiere.
- User research, testing, quality assurance, user interface, and user experience design.
- The use of version control software such as Git, GitHub, and GitLab.