

Simon Meyer

Menomonie, WI, United States

He/They

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[Portfolio Website](#)

[LinkedIn](#)

Experience

Software Developer

Sharetec Systems (2021 - Present)

Developed the front and back-end of reporting software used by credit unions. Used Logi Info Studio, REST APIs, SQL, Progress OpenEdge, HTML, CSS, and Javascript.

XR Intern

Hybrid Medical Animation (2021)

Assisted in the development of VR software for medical device training. Used Unity to implement UI, audio, scripts, animations, and interactions.

Game Artist

UW-Stout Manufacturing Outreach Center (2020 - 2021)

Designed and developed a 3D multiplayer lean manufacturing training simulation on Android tablets. Contributed 3D models, textures, UI, C# code, animations, concept art, and UX research.

Web Director

Blue Devil Productions (2020)

Redesigned and maintained the website for a student organization at UW-Stout that coordinates entertainment events. Also worked on marketing strategies, photo editing, and social media campaigns.

Education

University of Wisconsin - Stout

Bachelor of Fine Arts - BFA, Game Design & Development - Art

Minor, Computer Science (2016 - 2021)

Focused on UI and UX design. Studied design principles, object-oriented programming, and the usage of creative software.

Minneapolis College

Associate of Arts and Sciences - AAS, Web & Interactive Media (2013 - 2016)

Studied web and graphic design skills, such as front-end web development, UX research, prototyping, and marketing.

About

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

Skills

Software Development

Agile Methodologies

Git

C#

C++

UX/UI

Front-end Development

Javascript

HTML

CSS

SQL

Adobe CC

Adobe Photoshop

Adobe Illustrator

Adobe Indesign

Autodesk Maya

Blender

Unity

Unreal Engine