Simon Meyer

Menomonie, WI (952-215-5277)
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Employment

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.

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

Web Director at Blue Devil Productions (2020)
Maintaining and updating the website for BDP, a campus organization that provides entertainment for students.

Game Artist Intern at UW Stout MOC (2020 - Present)
Employed by the Manufacturing Outreach Center to create a Lean Manufacturing training similation.

Experience

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.

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)

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.

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

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

- Minor in Computer Science from UW Stout.

- Currently in Senior year in the Game Design & Development - Art program at UW Stout.

Skills

- Programs such as Adobe Photoshop, Illustrator, Indesign, and XD.

- 3D software such as Maya, Blender, Substance Painter, and ArmorPaint.

- Game development using engines such as Unity, Unreal, and Phaser.

- Languages such as HTML, CSS, Javascript, PHP, C#, C++, Java, and Python.

- Motion graphics and video editing using After Effects and Premiere.