SCHUYLER MEYER

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SELECTED WORKS: GAME CREATION / VR / ANIMATION EXPERIENCE

Winter 2021 – 2022	**The Cube, Evolved** – [Maya, Photoshop, DaVinci Resolve] – Designed and created multiple short animations of a custom-made robot.
Summer 2019 – 2022	**Full Stack Website and Portfolio** – [HTML, CSS, JavaScript, Photoshop, GitHub] – Developed a personal website from scratch, including all the code, logos, and images, with a focus on user experience. Continuously updated with new features and bug fixes.
Spring 2019	**The Virtual Archive** – [VR, Unity, C#, Maya, Photoshop] – A fully immersive and symbolic virtual reality museum of past works, with a focus on environmental design.
Fall 2018 – Fall 2019	**Spatial Navigation and Foraging Research Project** – [VR, Unity, C#, Maya, Photoshop, Excel] – Lead developer on a research project with the Psychology Department to design a VR environment for researchers to examine and gather data for the behavior and decision strategies made by humans.
Fall 2018	**Swarm Simulation Project** – [Unity, C#] – A simulation of people shopping on Black Friday to study how each individual reacts to a global event as well as how the entire group reacts to each individual event.
Fall 2018	**Konbini** – [Maya, Photoshop, Premiere, After Affects] – Designed a 3D animation in a cyberpunk sci-fi setting.
Spring 2018	**Seekers of the Bygone** – [Unity, C#, Photoshop, Fungus] – A five-minute visual novel style narrative game that follows a cube and friends through a tale of companionship, separation, and isolation in a world where togetherness is the most important aspect of life.
Fall 2015 – 2019	**Clarkson University Gamers Initiative** – *Treasurer	Founder and Head of the Game Creation Committee* – Developed multiple prototypes in Unity and C#, while delegating roles and deadlines to team members based on their strengths and taught the basics of Unity and game design to new members.

ADDITIONAL EXPERIENCE & LEADERSHIP

Fall 2019 – 2021	**National Women's Hockey League (NWHL / PHF)** – *Official Photographer*
Fall 2018	**Clarkson University** – Digital Photography class – *Teaching Assistant*
Summer 2018	**17a-4 LLC. –** *Software Developer Intern*
Spring 2017 – 2020	**Clarkson University Athletic (NCAA D1, D3)	Marketing Departments** – *Student Photographer*
Spring 2015 – 2019	**Clarkson Club Baseball (NCBA D2)** – *Team Photographer, Historian, Webmaster, Player*

TECHNICAL SKILLS

- Unity, C#, Adobe Photoshop, Premiere, Lightroom, HTML, CSS, Oculus / VR, Microsoft Office, SharePoint Designer, C++, Autodesk Maya, MATLAB, MySQL, VBA, Windows, OOP
- *Currently learning*: Python, Unreal Engine, Linux(s), MacOS, Android Studio, JavaScript, Blender, MMD, DaVinci Resolve

EDUCATION

Clarkson University, Potsdam, NY
Bachelor of Science in Software Engineering
Bachelor of Science in Digital Arts and Sciences