SCHUYLER MEYER

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SELECTED WORKS: GAME CREATION / VR / ANIMATION EXPERIENCE

Winter 2022 –	**Wordsearch** – [JavaScript, HTML, CSS] – Created a word-searching function as an accompanying tool for Wordle, with a focus on cross browser compatibility.
Summer 2021 –	**AI Market Simulation** – [Unity, C#, Photoshop, Maya, Blender] – Created as a crowd simulation study. Individual "people" are each given a goal to accomplish while simultaneously reacting to each other.
Winter 2021 –	**Twitter Bot** – [Python, Twitter API, HTML, CSS, Photoshop] – Developed the first, and currently only, Twitter bot (and accompanying website) to compile all the NWHL / PHF news in one place.
Summer 2019 –	**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.
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 on 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.
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	**PHF (Premier Hockey Federation, formally the NWHL)** – 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** – Student Photographer
Spring 2015 – 2019	**Clarkson Club Baseball (NCBA D2)** – Photographer, Historian, Webmaster, Player

TECHNICAL SKILLS

Unity, C#, Adobe Photoshop, Premiere, Lightroom, After Effects, HTML, CSS, JavaScript, Oculus / VR, Microsoft Office, SharePoint Designer, C++, Autodesk Maya, MATLAB, MySQL, VBA, Windows, OOP, Wix, WordPress

Currently learning: Python, Unreal Engine, Linux(s), MacOS, Android Studio, jQuery, Blender, Node.JS, TypeScript, Vue.JS, Java, new versions of old things

EDUCATION

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