

# SCHUYLER MEYER

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## EXPERIENCE

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### **WordPress Developer, ShePlays, Winter 2023 –**

Improved compatibility and user experience across the website, while maintaining a consistent visual theme.

### **Unity Developer, Darkstar Games, Spring 2022 –**

Implemented a JSON-fueled dialogue system, a rotating character selection screen, and numerous other smaller components. Worked with a remote team and assisted with QA testing while providing specific feedback.

### **Junior Architect / IT / Drafter, Sloan Architects, Spring 2022 – Spring 2023**

Maintained the website and provided technical support throughout the office, drafted complex drawings and plans in AutoCAD, directed clients by telephone to correct departments, and conducted engineering field tests.

### **Wordsearch, Personal Project, Winter 2022**

Created a word-searching function and webpage in JavaScript, as an accompanying tool for Wordle, with a focus on cross browser compatibility. The page saw hundreds of users with a high average engagement time.

### **Twitter Bot, Personal Project, Winter 2021 –**

Produced and managed the first, and currently only, Twitter bot (and accompanying website) to compile all the NWHL / PHF news in one place, using Python and the Twitter API.

### **Spatial Navigation & Foraging Research Project – Lead Developer, Fall 2018 – Fall 2019**

Collaborated research project with the Clarkson University Psychology Department to design a virtual reality environment in Unity, for researchers to examine and gather data on the behavior and decision strategies made by humans.

### **Software Engineering Internship, 17a-4, LLC., Summer 2018**

Developed a publicly released cloud-based inventory system for homeowners to store their home documents and expenses. Routinely met with a small remote team to discuss features and fix bugs. Product was reviewed by the New York Times.

### **Software Senior Design Project – Project Leader, Fall 2017**

Created an online warehouse inventory management system. Allocated responsibilities to each team member and ensured that deadlines were met, while consulting with the client to ensure that all the requirements were satisfied.

### **Clarkson University Gamers Initiative – Treasurer, Fall 2015 – Spring 2019**

Founded the Game Creation Committee. Constructed multiple prototypes, while delegating roles and deadlines to team members based on their strengths and taught the basics of Unity and game design to new members. Increased membership by 500% over three years. Maintained and regulated a \$1200 yearly budget.

## SKILLS

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Creative, hard working, enthusiastic, fast learner, attention to detail, Unity, C#, Adobe Creative Cloud Suite, HTML, CSS, JavaScript, VR, Microsoft Office, SharePoint Designer, C++, Autodesk Maya, AutoCAD, MATLAB, MySQL, VBA, Windows, OOP, Wix, Googling, pseudo code, troubleshooting

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

## ADDITIONAL EXPERIENCE & LEADERSHIP

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**PHF (Premier Hockey Federation, formally the NWHL) – Official Photographer, Fall 2019 – Spring 2021**

**Clarkson University – Digital Photography class – Teaching Assistant, Fall 2018**

**Clarkson University Athletics (NCAA D1, D3) | Marketing – Student Photographer, Spring 2017 – 2020**

**Clarkson Club Baseball (NCBA D2) – Photographer, Historian, Webmaster, Player, Spring 2015 – 2019**

## EDUCATION

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**Clarkson University, Potsdam, NY**

*Bachelor of Science in Software Engineering*

*Bachelor of Science in Digital Arts and Sciences*