

SCHUYLER MEYER

Millbrook, NY
schuylermeyer.com

(845) 249-8461
schuylermeyer24@gmail.com

SELECTED WORKS: GAME CREATION / VR / ANIMATION EXPERIENCE

- 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 a 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 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 Effects] – 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 – **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 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, Wix, WordPress, Web design

Currently learning: Python, Unreal Engine, Linux(s), MacOS, Android Studio, JavaScript, Blender

EDUCATION

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