

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 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 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 – <i>Treasurer / Founder and Head of the Game Creation Committee</i> – 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 – <i>Teaching Assistant</i>
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, After Effects, 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, Node.JS

EDUCATION

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