

SCHUYLER MEYER

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SELECTED PROJECTS | WORKS

- 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.
- Spring 2020 **NWHL Hockey Cards** – [Photoshop, Maya] – Designed prototype hockey cards of the NWHL.
- 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.
- 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.
- Summer 2018 **Software Engineering Internship**, 17a-4, LLC. – [Microsoft SharePoint Designer, HTML, VBA] – Developed a publicly released cloud-based inventory system for homeowners to store their home documents and expenses.
- Spring 2018 **Seekers of the Bygone** – [Unity, C#, Fungus, Maya, Photoshop] – 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 2017 **Software Senior Design Project** – [HTML, PHP, MySQL] – *Project Leader* – 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.
- Fall 2015 – 2019 **Clarkson University Gamers Initiative** – *Treasurer / Founder and Head of the Game Creation Committee* – Developed 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.

PHOTOGRAPHY | PHOTO EDITING

- Fall 2019 – **National Women's Hockey League (NWHL / PHF)** – *Official Photographer*
- Fall 2018 **Clarkson University** – Digital Photography class – *Teaching Assistant*
- 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#, C++, Adobe Photoshop, Premiere, Lightroom, HTML, CSS, Oculus / VR, Microsoft Office, SharePoint Designer, Autodesk Maya, MATLAB, MySQL, VBA, Windows, OOP

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

EDUCATION

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