

# CAMERON MEYER

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## Technical Artist

cameronmeyer.github.io  
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## SKILLS

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**Languages:** C++, Blueprints (*Unreal Engine*), Python, C#

**Tools:** Unreal Engine, Unity, Jira, Confluence, Perforce, Git, Photoshop, Google Workspace, Office Suite

**Expertise:** Asset Implementation, Shaders/Materials, Visual Effects (VFX), Tools Development, Performance Optimization

## EXPERIENCE

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**Airship Syndicate** – Austin, Texas

2023 - Present

*Associate Technical Artist*

- Streamlined internal processes with custom tooling developed with Python/PyQt and C++/Blueprints/Editor Utility Widgets (EUW). These tools handled asset management, source control history parsing, and automatic performance snapshot collection for in-progress levels.
- Implemented interactive objects to enhance visual feedback and create dynamic gameplay, such as treasure chests, housing decor, foliage, and moving platforms. Oversaw asset pipeline from prototype to integration, blending assets from across departments with custom logic, animation state-machines, and timelines to create cohesive, responsive gameplay objects.
- Optimized levels to meet performance budgets by profiling maps, simplifying collision and LOD meshes, and tasking artists to revisit bottlenecks.
- Expanded player customization by integrating dyeable visual effects into Wayfinder's color swatch mechanic, applying color gradients to Niagara particles on weapons and character-attached VFX.

**Wonder Works Studio** – Arlington, Texas

2022

*Associate Developer II*

- Prototyped and iterated according to designer specifications and feedback from stakeholders.
- Refined and troubleshooted game systems to guarantee quality and memory-efficient gameplay.
- Engineered player progression and reward mechanics including stat buffs, loot drops, and weapon upgrades.

*Associate Producer*

- Oversaw project development through critical milestones by collaborating with all development departments and stakeholders.
- Collaborated closely on cross-functional teams to schedule tasks, provide clarity in systems design, and resolve workflow blockers.

**Student Game Developer Association (SGDA)** – Richardson, Texas

2019 - 2022

*President*

- Directed all operations including administration, fundraising, advertising, and event planning.
- Organized game development presentations with industry professionals to teach students about career paths and industry practices.

## EDUCATION

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**Bachelor of Science (B.S.), Computer Science**, Magna Cum Laude

The University of Texas at Dallas – Richardson, Texas