# CAMERON MEYER

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## SKILLS

**Engines:** Unreal Engine, Unity
**Languages:** C++, Python, Blueprints *(Unreal Engine)*, C#
**Tools:** Perforce, Jira, Photoshop, Git, Monday, Google Workspace, Office Suite

## EXPERIENCE

**Airship Syndicate** – Austin, Texas                                                    *2023 - Present*
*Associate Technical Artist*
- Streamlined internal processes with custom tooling developed with Python/PyQt and C++/Blueprints/EUW. These tools handled asset management, source control history parsing, and automatic performance snapshot collection for in-progress levels
- Optimized levels to meet performance budgets by regularly profiling maps, simplifying collision and LOD meshes, and outlining bottlenecks for artists to revisit
- Implemented interactive objects to enhance visual feedback and create dynamic gameplay, including treasure chests, housing decor, gameplay-related foliage, and moving platforms. Oversaw asset pipeline from prototype to integration, blending assets from across departments with custom logic and timelines to create cohesive, responsive gameplay objects
- 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 troubleshot game systems to guarantee quality and memory efficient gameplay
- Engineered player progression and reward mechanics including stat buffs, loot, and shops

*Associate Producer*
- Oversaw project development through critical milestones by collaborating with both stakeholders and all development departments
- Collaborated closely on cross-functional teams to plan and 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

**B.S. in Computer Science**, Magna Cum Laude (2022)
The University of Texas at Dallas – Richardson, Texas