

## Paul Merritt

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### Education

**New York University**, New York, NY  
**Bachelor's Degree: Computer Science;**  
**Minor: Game Engineering**

**May, 2018**

### Skills

**Computer Programming:** Python, Processing, Java, HTML5/CSS, C#, C, C++, Unity 5, Visual Studio 2013  
**Computer Skills:** Git, MS Office, Adobe Premiere Pro, Adobe Photoshop, Audacity, OBS, Maya  
**Languages:** Conversational Spanish

### Work Experience

**City Hall ITA**, Los Angeles, CA **Software Development Intern** **May-August, 2017**

- Used C# and Unity to build an Augmented Reality program used by the fire department.
- Constructed 3D models and their animations for the program.
- Worked closely with the AR Headset's engineers during development.
- Collaborated with QA team on testing plans.

**Jackson Lewis**, Los Angeles, CA **Technical Intern** **June-August, 2016**

- Re-imaged company computers: Updated OS with a network boot to a company client.
- Took calls and solved issues among staff including Outlook organization, and software troubleshooting.

**ReviewInc**, Woodland Hills, CA **Software Development Intern** **June-July, 2015**

- Wrote several programs critical to the startup's business workflow using C# in ASP.Net in Visual Studio 2013.
- Created Excel spreadsheet (.xls, .xlsx, and .csv formats) uploader for batch imports of client companies' data.
- Developed program to collect spam or blacklisted email addresses and prevent their future use.
- Collaborated on UI functionality development and appearance improvements.
- Made unit tests for automated testing of the programs.

### Programming Projects

**Java to C++ Transpiler** (Java, XTC, SBT) **September-December, 2016**

Group project implementation of a Java 7 to C++ transpiler for the Object Oriented Programming (OOP) class.  
Written in Java using XTC libraries and SBT as a builder.

- Input: Java 7 source code with inheritance & virtual methods.
- Output: C++ source code without inheritance.
- Generate AST from Java source file, visit and mutate AST for C++ header, implementation, and main files.

**Challonge Bracket Reader** (C#, HTTP RestRequest) **July-November, 2016**

Personal project for tracking players' wins and losses in tournaments hosted on challonge.com  
Written in C# making HTTP RestRequests to Challonge's API for accessing data.

- Prints wins/losses for every player (or a particular player from user input) of a particular Challonge.com bracket.
- Requirements: Challonge api key, Challonge Tournament Name, optional: Player name/tag

**Intro to Game Programming Assignments** (C++, OpenGL, SDL) **February-May, 2016**

- Developed Pong, Space Invaders, a Side-Scrolling 2D Platformer, a 2D Top-Down Perspective Shooter.