

## Paul Merritt

New York, NY  
(310) 359-3021 (cell)  
[pdm309@nyu.edu](mailto:pdm309@nyu.edu)

### Education

New York University, New York, NY

May, 2018

**Bachelor's Degree:** Computer Science; **Minor:** Game Engineering

### Skills

**Computer Programming:** C#, Java, C++, C, JavaScript, Node.js, HTML5/CSS, MongoDB, Python, Socket.io, React.js, AJAX, Processing

**Computer Skills:** Git, MS Office, Adobe Premiere Pro, Adobe Photoshop, Audacity, OBS, Maya, Unity

**Languages:** Conversational Spanish

### Work Experience

**City of Los Angeles ITA**, Los Angeles, CA

**Software Development Intern**

**May-August, 2017**

- Used C# and Unity to build an Augmented Reality (AR) program for the Information Technology Agency (ITA) as part of a project for the Los Angeles City Fire Department.
- Constructed 3D models and their animations for the program.
- Worked closely with the engineers at DAQRI, the AR headset company, during development.
- Collaborated with the City of Los Angeles QA team on testing plans.
- Presented demonstration to senior staff in the office of the Mayor of Los Angeles.

**Jackson Lewis**, Los Angeles, CA

**Technical Intern**

**June-August, 2016**

- Re-imaged company computers for large legal firm; Updated OS with a network boot to a company client.
- Took calls and solved issues among staff, including MS Outlook integration, and various 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

**Minimalist Game Design Prototypes** (C#, Unity, Java, Processing)

**February-May, 2018**

Developed and presented several prototyped 2D games in Unity and Processing.

- Programmed and designed a rhythm game, a fighting game, an arena shooter, and a dungeon crawler among others.

**AIT Assignments** (Javascript, Node.js, HTML, CSS, AJAX, React.js, Socket.io)

**September-December, 2017**

Wrote web applications in Javascript on server and client side.

- Created games, image boards, and various sites using AJAX, React, Socket.io but mostly Node and MongoDB.

**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 and 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.