

# Paul Merritt

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## Work Experience

### Technical Artist

**Meta** - New York, NY

**October 2022 - Present**

- Co-developed a variety of projects for Meta, contracted through Insight Global. Project details, purpose, and technologies are bound by NDA.
- Implemented features at request of project managers, analyzed and optimized software performance, and pitched solutions to UX concerns.
- Regularly participated in on-call rotation 3 days at a time.

### Freelance AR Developer

**Bolder Games** - Remote

**August, 2022 - September 2022**

- Worked on a small team of developers operating in a SCRUM workflow on an Augmented Reality project. This project was for The Walt Disney Company, contracted through Bolder Games. Project details, purpose and technologies are bound by NDA.

### AR Developer

**September, 2018 - October, 2022**

**NIST** - Boulder, CO

- Developed ARTV (Augmented Reality Tracking Visualization) which displays real-time tracking on 3D point clouds.
- Designed and co-designed several WebXR prototypes that stream IoT data via MQTT to an A-Frame scene display.
- Co-facilitated the CHARIoT Challenge, bridging IoT and AR industries towards improving a First Responder's performance.
- Used C# and Unity to build Augmented Reality (AR) programs for The National Institute of Standards and Technology's (NIST) Public Safety Communications Research Division (PSCR).
- Created and demoing POC-level training simulations for the Microsoft HoloLens and Magic Leap One.
- Produced scenarios for the Vuzix Blade and iOS/Android to showcase the potential of AR in a variety of form factors.
- Constructed 3D models and their animations for the iOS/Android app.
- Worked alongside local and distant Fire Fighters and Bomb Disposal experts to isolate key needs in their fields.
- Demonstrated at CES 2019 and 2020, at our Public Safety Stakeholders Conference, and at our facilities in Boulder.

### Software Development Intern

**May, 2017 - August, 2017**

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

- Used C# and Unity to build an AR app for the Information Technology Agency (ITA) for 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 during development.
- Collaborated with the City of Los Angeles QA team on testing plans.

### Software Development Intern

**June, 2015 - July, 2015**

**ReviewInc** - Woodland Hills, CA

- Wrote several programs and unit tests critical to the startup's business workflow using C# in ASP.Net in Visual Studio 2013.
- Created Excel spreadsheet 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 development and functionality improvements.

## Skills

### Languages & Tech Stacks

TypeScript

A-Frame

AR.js

p5.js

ML5.js

C#

Java

C++

C

JavaScript

Node.js

HTML5

CSS

Python

### Environments

Microsoft Azure AI

Meta Spark Studio

Unity

Maya

Git

MQTT

MS Office

Adobe Premiere

Adobe Photoshop

Audacity

OBS

### Platforms

Meta Quest 3

Microsoft HoloLens

MagicLeap One

Vuzix Blade

iOS

Android

Web

## Certifications

### Azure AI Engineer Associate

**May, 2024**

## Education

**New York University**, New York, NY

**May, 2018**

**Bachelor's Degree:** Computer Science

**Minor:** Game Engineering