

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

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

Education

New York University, New York, NY

May, 2018

Bachelor's Degree: Computer Science

Minor: Game Engineering