**Skills**

**Paul Merritt**

New York, NY

(310) 359-3021 (cell) hey@paulmerritt.me

**Computer Programming:** TypeScript, A-Frame, AR.js, p5.js, ML5.js, C#, Java, C++, C, JavaScript, Node.js, HTML5, CSS, Python

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

**Platforms:** Meta Quest 3, Microsoft HoloLens, MagicLeap One, Vuzix Blade, iOS, Android, Web

**Languages:** Conversational Spanish

**Work Experience**

**Meta,** New York, NY **Technical Artist 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.

**Bolder Games,** Remote  **Freelance Augmented Reality Developer August-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.

**NIST,** Boulder, CO **Augmented Reality Developer September, 2018-October, 2022**

• Co-developed ARTV (Augmented Reality Tracking Visualization) which displays real-time tracking on 3D point clouds.

• Developed and co-developed 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 job.

• Using 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).

• Creating and demoing POC-level training simulations for the Microsoft Hololens and Magic Leap One.

• Creating scenarios for the Vuzix Blade and iOS/Android to showcase the potential of AR in a variety of form factors.

• Constructing 3D models and their animations for the program.

• Working with local and distant Fire Fighters and Bomb Disposal experts.

• Presented demonstrations to attendees at CES 2019 and 2020, attendees at our Public Safety Stakeholders Conference, and visitors to our facilities in Boulder.

**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.

**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.

**Education**

**New York University,** New York, NY **May, 2018**

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