

SCHUYLER MEYER

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EDUCATION

Clarkson University, Potsdam, NY
Bachelor of Science in Software Engineering
Bachelor of Science in Digital Arts and Sciences

WEB DEVELOPMENT / ENGINEERING / SOFTWARE EXPERIENCE

- Winter 2022 – **Wordsearch** – [JavaScript, HTML, CSS] – Created a word-searching function as an accompanying tool for Wordle, with a focus on cross browser and device compatibility.
- Winter 2021 – **IceySchuy Twitter Bot and Website** – [Python, Twitter API, HTML, CSS, Photoshop] – Developed the first, and currently only, Twitter bot (and accompanying website) to compile all the NWHL / PHF news in one place.
- Summer 2019 – **Full Stack Website and Portfolio** – [HTML, CSS, JavaScript, Photoshop, GitHub] – Developed a personal website from scratch, including all the code, logos, and images, with a focus on user experience and cross browser compatibility. The site is continuously updated with new features and bug fixes.
- Fall 2018 – Fall 2019 **Spatial Navigation and Foraging Research Project** – [VR, Unity, C#, Maya, Photoshop, Excel] – Lead developer on a research project with the Psychology Department to design a VR environment for researchers to examine and gather data on the behavior and decision strategies made by humans.
- Summer 2018 **Software Engineering Internship**, 17a-4, LLC. – [Microsoft SharePoint Designer, HTML, VBA] – Developed a publicly released cloud-based inventory system for homeowners to store their home documents and expenses. Routinely met with a small remote team to discuss features and fix bugs. Product was reviewed by the New York Times.
- Fall 2017 **Software Senior Design Project** – [HTML, PHP, MySQL] – *Project Leader* – Created an online warehouse inventory management system. Allocated responsibilities to each team member and ensured that deadlines were met, while consulting with the client to ensure that all the requirements were satisfied.
- Fall 2015 – 2019 **Clarkson University Gamers Initiative** – *Treasurer / Founder and Head of the Game Creation Committee* – Developed multiple prototypes, while delegating roles and deadlines to team members based on their strengths and taught the basics of Unity and game design to new members. Increased membership by 500% over three years. In charge of setting up networking for events of over 100 attendees.
- Spring 2015 – **Template-Based Websites** – I have both created and maintained numerous Wix, SmugMug, Blogger, and WordPress websites over the years, focusing on user friendliness and compatibility between mobile and desktop.

TECHNICAL SKILLS

Unity, C#, Adobe Photoshop, Premiere, Lightroom, After Effects, HTML, CSS, JavaScript, Oculus / VR, Microsoft Office, SharePoint Designer, C++, Autodesk Maya, MATLAB, MySQL, VBA, Windows, OOP, Wix, WordPress

Currently learning: Python, Unreal Engine, Linux(s), MacOS, Android Studio, HTML5, CSS3, jQuery, Blender, Node.JS, TypeScript, Vue.JS, Java, Front-end tips, Back-end tricks, API's here, API's there, new versions of old things

ADDITIONAL EXPERIENCE & LEADERSHIP

- Fall 2019 – 2021 **PHF (Premier Hockey Federation, formally the NWHL)** – *Official Photographer*
- Fall 2018 **Clarkson University** – Digital Photography class – *Teaching Assistant*
- Spring 2017 – 2020 **Clarkson University Athletic (NCAA D1, D3) | Marketing** – *Student Photographer*
- Spring 2015 – 2019 **Clarkson Club Baseball (NCBA D2)** – *Team Photographer, Historian, Webmaster, Player*