SCHUYLER MEYER

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SELECTED EXPERIENCE

Unity Developer – *Darkstar Games,* Spring 2022 –
Implemented a robust JSON-driven dialogue system, an intuitive rotating character selection screen, and additionally, contributed to the development of various other smaller components. Worked with a remote team and assisted with quality assurance (QA) testing while providing specific and actionable feedback.

IT / Junior Architect / Drafter – *Sloan Architects,* Spring 2022 – Spring 2023
Maintained the company website and provided technical support throughout the office, drafted complex drawings and plans in AutoCAD, directed clients by telephone to correct departments, facilitating smooth communication channels, and conducted engineering field tests to gather data and assess project feasibility.

Teaching Assistant – *Clarkson University – Digital Photography Class,* Fall 2018
Provided students with photography and editing fundamentals, and helped prepare class demonstrations, such as lighting and portrait set ups.

SELECTED PROJECTS

Automation – *Personal Project,* Winter 2023 –
Developed a fully automated program, for the web, that completes tasks, fixes itself, and charges when its battery is low, all while having an interactive GUI and accompanying animations for each "stage".

The Cube, Evolved – *Personal Project,* Winter 2021 – Winter 2023
Designed and animated numerous short animations featuring a self-created robot for my personal website, digital holiday cards, and social media. Built and rendered in Maya and Arnold as well as Blender and Cycles.

Spatial Navigation & Foraging Research Project, Lead Developer – *Clarkson University,* Fall 2018 – Fall 2019
Collaborated research project with the University's Psychology Department to design a virtual reality environment in Unity, for researchers to examine and gather data on the behavior and decision-making strategies made by humans.

Konbini – *Clarkson University,* Fall 2018
Created a 2D, side-scrolling, short animated film, utilizing Maya, Arnold, and After Effects for post-production.

Seekers of the Bygone – *Clarkson University,* Spring 2018
Produced a five-minute visual novel style narrative game in Unity that follows a cube and friends through a tale of companionship, separation, and isolation in a world where togetherness is the most important aspect of life.

Treasurer – *Clarkson University Gamers Initiative,* Fall 2015 – Spring 2019
Founded the Game Creation Committee. Constructed 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. Maintained and regulated a $1200 yearly budget for the club.

ADDITIONAL EXPERIENCE & LEADERSHIP

PHF (Premier Hockey Federation, formally the NWHL) – *Official Photographer*, Fall 2019 – Spring 2021
Clarkson University Athletics (NCAA D1, D3) | Marketing – *Student Photographer*, Spring 2017 – 2020
Clarkson Club Baseball (NCBA D2) – *Photographer, Historian, Webmaster, Player*, Spring 2015 – 2019

SKILLS

Unity, C#, Adobe Creative Cloud Suite, Blender, Cycles, Maya, Arnold, HTML, CSS, JavaScript, VR, Microsoft Office, DaVinci Resolve, GitHub, key framing, Googling, pseudo code, troubleshooting

Currently learning: MMD, Python, Unreal Engine, UI/UX, C++, more in-depth research of the above skills, new versions of old things

EDUCATION

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