

# SCHUYLER MEYER

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## EXPERIENCE

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### Unity Developer, *Darkstar Games*, March 2022 – Present

- Engineered a robust JSON-driven dialogue system, allowing the writers to efficiently add new dialogue.
- Orchestrated the seamless fusion of the opening dialogue cutscene and character creation scene.
- Designed a rotating character selection screen, improving user engagement during character creation.
- Collaborated remotely with the team, in addition to, providing valuable QA feedback.

### WordPress Developer, *ShePlays*, March 2023 – August 2023

- Enhanced compatibility and optimized the user experience across the website.
- Cooperated with a remote team to maintain a consistent visual theme, resulting in a cohesive and engaging user interface.

### IT / Junior Architect / Drafter, *Sloan Architects*, June 2022 – March 2023

- Ensured the company website remained up-to-date and functional, while also providing a wide range of technical support throughout the office.
- Acted as the first point of contact for client inquiries, ensuring that only legitimate requests were routed.
- Conducted engineering field tests to collect data and evaluate project feasibility at multiple construction sites.

### Software Engineering Internship, *17a-4, LLC.*, June 2018 – August 2018

- Developed a cloud-based inventory system for homeowners to store their home documents and expenses.
- Product was reviewed by the New York Times.

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## PROJECTS

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### Automation Web Project, *Personal Project*, November 2023 – Present

- Crafted a fully automated program in JavaScript with an interactive GUI and animations for each stage.
- The program handles task completion, self-repair, and battery management and will efficiently run forever.

### Wordsearch for Wordle, *Personal Project*, January 2022 – February 2022

- Reduced searching times by 50% by optimizing the backend code, improving user experience.

### Twitter Bot, *Personal Project*, January 2021 – June 2023

- Produced the first and only Twitter bot for NWHL / PHF news, using Python and the Twitter API.
- Gained a substantial following with 925 engaged users with a continual steady growth.

### Software Senior Design Project, Project Leader – *Clarkson University*, August 2017 – December 2017

- Allocated responsibilities to 3 team members, met deadlines, and ensured client requirements were fulfilled.

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## RESEARCH PROJECT

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### Spatial Navigation & Foraging Project, Lead Developer – *Clarkson University*, August 2018 – December 2019

- Created a virtual reality environment in Unity, C#, and Excel for researchers of the University's Psychology Department to examine and gather data on the behavior and decision-making strategies made by humans.

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## SKILLS

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Unity, C#, Adobe Creative Cloud Suite, HTML5, CSS3, JavaScript, VR, Microsoft Office, GitHub, C++, MATLAB, MySQL, VBA, Windows, OOP, software development, coding, responsive design, Googling, pseudo code, troubleshooting, Tetrising.

*Currently learning:* Python, Linux(s), MacOS, jQuery, Node.JS, TypeScript, SEO, new versions of old things.

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## EDUCATION

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**Clarkson University**, Potsdam, NY

- *Bachelor of Science in Software Engineering*
- *Bachelor of Science in Digital Arts and Sciences*