

SCHUYLER MEYER

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EXPERIENCE

WordPress Developer, *ShePlays*, Winter 2023 –

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

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.

Software Engineering Internship, *17a-4, LLC.*, Summer 2018

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.

PROJECTS

Wordsearch, *Personal Project*, Winter 2022

Designed and deployed a word-searching function and accompanying webpage in JavaScript and HTML, as a helpful tool for Wordle, with a focus on cross browser compatibility, that sees hundreds of views with a high average engagement time.

Twitter Bot, *Personal Project*, Winter 2021 – Summer 2023

Produced and managed the first Twitter bot (and concurrent webpage) to compile all the NWHL / PHF news in one place, using Python and the Twitter API. The bot amassed a large following with high engagement.

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 strategies made by humans.

Software Senior Design Project, Project Leader – *Clarkson University*, Fall 2017

Created an online 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.

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.

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, HTML, CSS, JavaScript, VR, Microsoft Office, SharePoint Designer, GitHub, C++, MATLAB, MySQL, VBA, Windows, OOP, Wix, responsive design, Googling, pseudo code, troubleshooting

Currently learning: Python, Unreal Engine, Linux(s), MacOS, Android Studio, jQuery, PHP, Blender, Node.JS, TypeScript, Java, UI/UX, SEO, new versions of old things

EDUCATION

Clarkson University, Potsdam, NY

< *Bachelor of Science in Software Engineering* >

< *Bachelor of Science in Digital Arts and Sciences* >