Schuyler Meyer

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EXPERIENCE:

Automation Web Project, Nov 2023 – Present
Personal Project
Programmed 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". Created with HTML5, CSS3, and JavaScript.

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

WordPress Developer, Jan 2023 – Aug 2023
ShePlays
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.

IT / Junior Architect / Drafter, Jun 2022 – Mar 2023
Sloan Architects
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.

Twitter Bot, Jan 2021 – Jun 2023
Personal Project
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.

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

Software Engineering Intern, Jun 2018 – Aug 2018
17a-4, LLC.
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.

Software Senior Design Project, Project Leader, Oct 2017 – Dec 2017
Clarkson University
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.

EDUCATION:

Clarkson University, Potsdam, NY
- Bachelor of Science (B.S.) - Digital Arts and Sciences
- Bachelor of Science (B.S.) - Software Engineering

SKILLS:

Unity, C#, HTML5, CSS3, JavaScript, Adobe Creative Cloud Suite, Microsoft Office, MATLAB, MySQL, C++, Windows, jQuery, Blender, Autodesk Maya, VBA, Googling, psuedo code, SEO