

Schuyler Meyer

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EXPERIENCE

WordPress Developer

Jan 2023 - Present

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.

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. Worked with a remote team and assisted with quality assurance (QA) testing while providing specific and actionable feedback.

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, 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

Bachelor of Science (B.S.) - Digital Arts and Sciences

Clarkson University, Potsdam, NY

Bachelor of Science (B.S.) - Software Engineering

Clarkson University, Potsdam, NY

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