Simon Meyer

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He/They
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Portfolio Website
LinkedIn

Experience

Software Engineer

Sharetec Systems (2021 - Present)

Developed the front and back-end of reporting software used by credit union employees. Used various tools - Logi Info Studio, SQL, REST APIs, Progress OpenEdge, HTML, CSS, JavaScript, jQuery, TypeScript, React, Angular, and C#.

XR Intern

Hybrid Medical Animation (2021)

Assisted in the development of VR software for medical device training. Used Unity to implement UI, audio, scripts, animations, and interactions.

Game Artist

UW-Stout Manufacturing Outreach Center (2020 - 2021)

Designed and developed a 3D multiplayer lean manufacturing training simulation on Android tablets. Contributed 3D models, textures, UI, C# code, animations, concept art, and UX research.

Web Director

Blue Devil Productions (2020)

Redesigned and maintained the website for a student organization at UW-Stout that coordinates entertainment events. Also worked on marketing strategies, photo editing, and social media campaigns.

Education

University of Wisconsin - Stout

Bachelor of Fine Arts - BFA, Game Design & Development - Art Minor, Computer Science (2016 - 2021)

Focused on UI and UX design. Studied design principles, object-oriented programming, and the usage of creative software.

Minneapolis College

Associate of Arts and Sciences - AAS, Web & Interactive Media (2013 - 2016)

Studied web and graphic design skills, such as front-end web development, UX research, prototyping, and marketing.

About

Simon is a software developer and designer who enjoys focusing on the user experience. He's used his knowledge to create websites, software, and video games.

Skills

Software Engineering

Agile Methodologies

Front-end Development

UX/UI

Git

C#

C++

JavaScript

TypeScript

React

Angular

HTML

CSS

SQL

Postman

REST APIs

Adobe CC

Adobe Photoshop

Adobe Illustrator

Adobe Indesign

Autodesk Maya

Blender

Unity

Unreal Engine