

Simon Meyer

Menomonie WI, United States | (952) 215-5277 | simonmeyerdesign@gmail.com

Professional Summary

Simon Meyer is a software developer with expertise in creating friendly digital experiences. Utilizing a unique blend of engineering and design skills, Simon has a proven track record of enhancing user-centric software, including websites, software applications, and video games.

Work Experience

Software Engineer

Sharetec Systems | October 2021 - June 2026 | Fort Wayne, IN | Remote | Full-time

- Migrated legacy credit union reporting features to a modern tech stack, resulting in over 400 updated reports.
- Optimized data management within the reporting module, achieving a 30% overall performance increase.
- Built 20+ custom dashboards and reports based on customer requests.
- Finished over 500 tickets enhancing the front-end, middle tier, and back-end of employee-facing credit union software in an Agile Scrum environment. Utilized JavaScript, SQL, C#, Progress OpenEdge, Angular, Claude AI, Git, CI/CD, and Postman API.

XR Intern

Hybrid Medical Animation | May 2021 - October 2021 | Edina, MN | Remote | Contract

- Constructed over 15 modules in a Unity VR project for medical device training.
- Implemented 30+ interactions that simulated device operation and maintenance. Contributed UI, SFX, and animations using Unity tools and Adobe Photoshop.

Game Artist

UW-Stout Manufacturing Outreach Center | September 2020 - August 2021 | Menomonie, WI | Hybrid | Contract

- Co-created a 3D multiplayer lean manufacturing simulation in Unity targeting Android tablets. Contributed 3D models, textures, UI, C# code, animations, and concept art.
- Produced 20+ 3D and 2D assets representing manufacturing equipment and environments.
- Conducted 2 rounds of UX research to refine the simulation's effectiveness in training users.

Web Director

Blue Devil Productions | January 2020 - December 2020 | Menomonie, WI | Hybrid | Contract

- Completed the redesign and launch of a 6-page, fully responsive event website using HTML, CSS, PHP, and JavaScript.
- Edited 10+ batches of weekly event photos using Adobe Photoshop for use in website archives.
- Lead a 2-week long social media campaign to promote events using virtual trivia.

Education

University of Wisconsin - Stout

Bachelor of Fine Arts - BFA, Game Design & Development - Art | 2016 - 2021

Minor, Computer Science

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

Minneapolis College

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

Studied front-end web development, graphic design, and marketing.

Skills

- **Software Engineering:** Agile Methodologies, Scrum, Front-end Development, Back-end Development, Git, C#, JavaScript, TypeScript, SQL, Claude AI, Postman, REST APIs
- **Design & Development Tools:** Unity, Unreal Engine, Adobe CC (Photoshop, Illustrator, Indesign, XD), Blender
- **UX/UI:** UI Design, UX Research, Graphic Design, Wireframing
- **Web Technologies:** HTML, CSS, jQuery, Angular, Bootstrap

Additional Information

- **Game Development Project:** Currently working on a video game using Godot and C# in his spare time.
- **Personal Portfolio Website:** Maintains a self-built online portfolio of past professional and student projects.
- **Interests:** Enjoys board game nights with friends, playing guitar, and pouring latte art.