Carter Meyer

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Education

University of Wisconsin-Stout   **September 2021 — Expected May 2025**
Menomonie, Wisconsin

- B.S. in Computer Science, Concentration in Game Design and Development, Minor in Mathematics

Chung-Ang University Foreign Exchange   **March 2023 — June 2023**
Seoul, South Korea

- Collaborated with people from around the world and strengthened global perspective of other cultures

Work Experience

Computer Science/Smart Farming Undergraduate Research Assistant   **January 2024 — May 2024**
University of Wisconsin-Stout   Menomonie, Wisconsin

- **Developing software for IoT applications**, collaborating in **building IoT prototypes**, and **analyzing collected data**

Computer Science Supplemental Instructor   **January 2024 — May 2024**
University of Wisconsin-Stout   Menomonie, Wisconsin

- Attended data structures classes to **help instruct students** and **evaluate the students' projects**

Skills

- **Programming Languages**: C++, C#, Java, Python, HTML, CSS, PHP, JavaScript, GLSL
- **Software**: Visual Studio, Eclipse IDE, MySQL, Arduino, JUnit, Unity Engine, Unreal Engine, openFrameworks
- **Courses Taken**: Software Eng. Principles, Video Game Development, Database Systems, Computer Graphics, etc.

Portfolio

Skyline Citygirl (3D Video Game)   *Winner of Audience Award at Stout Game Expo*   **September 2023 — December 2023**
Programming Manager/Programmer   Created in Godot using GDScript

I managed a team of 6 programmers on this 3D rhythm video game using good communication and knowledge of design patterns. **I worked on quality assurance and bug fixes** extensively, showing care in a polished product. **I coded all UI and camera animations** resulting in a responsive game feel by focusing on the user's ease of use.

Flood Detection IoT Prototype   *3rd Place at CCSC Midwest 2024 Student Showcase*   **September 2024**
Sole Creator   Created in Arduino using C++ Variant

I created a working IoT prototype, using an Arduino and multiple devices, that sends an e-mail warning when water is detected. By **working with transistors and motors**, I created a repeatable demo that transfers water between cups to activate a water-level sensor. Once activated, **I coded Wi-Fi connection and e-mail sending** for a specified user.

Epidemic Environment Simulation   **September 2022**
Sole Programmer   Created in Visual Studio using C++

In this project, I **created a dynamic visual grid from ASCII art** using a 2D vector in C++. The program is different every time it is used due to chance and the **user can set parameters for the simulation.** Infection **rates are calculated dynamically from multiple parameters** including distance, age, and antibodies for a unique experience.