

# CASEY MERRITT

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<https://caseymerritt.com/>  
<https://github.com/CaseyMerritt>

## PROFILE

Highly motivated and detail-oriented computer science student with 6 years of professional and personal development experience with desktop, mobile, and virtual reality applications. Strong skills in programming languages such as Python, Java, and C++. A quick learner with the proven ability to work effectively in both individual and team settings. Seeking an opportunity to apply my skills and experience in a challenging and dynamic work environment.

## EDUCATION

**CALIFORNIA POLYTECHNIC STATE UNIVERSITY, POMONA**  
*Bachelors of Science, Major in Computer Science*

**August 2021 - December 2023**  
Dean's List

**DE ANZA COLLEGE**  
*Associates of Science, Major in Computer Science*

**September 2018 - June 2021**  
Dean's List, Phi Theta Kappa

## SKILLS

**Languages:** C, C#, C++, Java, Python, GDScript, Kotlin, Arduino, x86 Assembly, HTML, CSS, Next.js, Tailwind  
**Software:** PostgreSQL, Adobe Photoshop, Aseprite, MS Office Suite, Blender, Unity, Godot, Processing 3.4, Android Studio, Git

## EMPLOYMENT HISTORY

**NASA | AFRC**

**August 2020 - April 2021**

Software Engineer Intern

- Contributed to the conceptualization, design, and development of a modular aircraft testing flight simulator
- Tasked with the integration of VR hardware such as headsets and controllers for multiple platforms including **SteamVR**, **OpenVR**, and **OculusVR**
- Utilized **The Unity Game Engine** and **C#** to build a realistic and immersive 3D environment from the ground up
- Designed and tested intuitive and user-friendly UI/UX including aircraft flight controls and menu systems
- Used **Blender** and **Adobe Photoshop** to create and implement 3D assets and associated animations
- Collaborated with a team of interns to consistently meet and beat internal project milestones
- Demonstrated VR implementation and simulator functionality to stakeholders and research center administrators

**CHANEL**

**April 2022 - Present**

Fragrance Sales Specialist

- Utilized exceptional interpersonal skills to develop and implement sales strategies that contributed to team success
- Leveraged excellent communication skills to build relationships with clients and colleagues boosting sales numbers
- Provided personalized customer service by engaging and listening to customers

## PROJECTS

**'GRAPHIX' RAY TRACED IMAGE RENDERER ([Repo](#))**

**August 2022 - December 2022**

Cal Poly Pomona

- Implemented ray tracing algorithms for rendering 3D scenes using **Processing 3.4** and **Java**
- Developed a system for simulating realistic lighting and shading effects, including reflections, refraction, and illumination
- Demonstrated project functionality in front of peers and professors

**'SPLITTR' BILL SPLITTING MOBILE APP ([Repo](#))**

**August 2022 - December 2022**

Cal Poly Pomona

- Developed a bill-splitting mobile application using **Android Studio** and **Kotlin**
- Implemented a user-friendly interface for inputting and calculating expenses among group members
- Incorporated features such as the ability to add/remove members and split expenses by percentage or amount

**'GHOUL' 2D PLATFORMER PROTOTYPE**

**August 2022 - December 2022**

Cal Poly Pomona

- Led and managed a team of students through the design and development of a 2D platformer video game
- Used **The Unity Game Engine** and **C#** to create game mechanics, enemy AI, player controls, and level design
- Created and implemented 2D art assets with **Adobe Photoshop** and **Aseprite**

## REFERENCES

**AAMOD SAMUEL**  
[aamod.samuel@nasa.gov](mailto:aamod.samuel@nasa.gov)

**NASA | AFRC**