

CLARE MEYER

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SKILLS

Experience Design & Visualization:

- Technical tools: Unreal Engine, Adobe Creative Suite, Blender, Maya, Revit, Jira, Notion, Unity, SketchUp, Miro, Ableton, Twinmotion, UE MetaSounds, P4V, GitHub, Salesforce, Canva, Excel, Google Suite.
- Experience Design & Visualization:
 - Storyboarding and narrative design for interactive experiences
 - User personas, use cases, and journey mapping for video game development and tech sales
- Leadership Skills: Product Management, Project Management, Technical Documentation for Non-Technical Audiences, Agile Management Methodologies, Product Pitching to Stakeholders, Design Writing, Report Preparation, Cross-Team Collaboration, Ballet, Recruitment, Sales, Event Planning, Strong Leadership and Communication Skills

EDUCATION

Duke University, Pratt School of Engineering **August 2024-May 2026**

MEng in Game Design, Development, and Innovation

University of Texas at Austin **August 2020-May 2024**

Bachelor of Science in Honors Arts and Entertainment Technologies

- GPA: 3.98

EXPERIENCE

Epic Games Technology App Portfolio Internship – Cary, NC **May 2025-Present**

- Assessed and coordinated application lifecycle and decommissioning to streamline the technology environment and improve data hygiene.
- Developed documentation and visual narratives for cross-disciplinary teams and non-technical stakeholders.

Student Ambassador at Duke University– Durham, NC

September 2024-Present

- Designed and facilitated game-tech workshops and outreach events, increasing participation by 50%.
- Produced event storyboards, promotional graphics, and recap materials for broad audiences.

Dell Sales Excellence Academy Internship – Round Rock, TX

June-August 2023

- Utilized CRM tools such as Salesforce and Dell's solution customization software to convert whitespace lead accounts into opportunities and foster long-term client relationships.
- Researched market trends and created an internal Generative Artificial Intelligence tool Dell could integrate into its Channel Sales model, which our team presented to 4 Senior Dell Channel Executives.

PROJECTS

Duke Video Game Studio Project – Duke University

August 2024-May 2026

Project Manager, 3D Environment Artist, Game Systems Engineer, Business & Marketing Director

- Built interactive environments and gameplay systems in Unreal Engine using C++ and Blueprints.
- Produced storyboards, mood boards, and narrative briefs shaping design direction.

Real-time Product Visualization in Unreal Engine – Individual Project

August 2025-Present

- Developed immersive 3D product visualization environments in Unreal Engine and Blender built for marketing-style previews focused on reducing waste and clear communication of spatial and technical design.

Alternative Control Arcade Cabinet Video Game Project Manager– UT Austin

August-December 2023

- Led a 5-member interdisciplinary team from concept to publish our award-winning, interactive, alternative controller hardware arcade game through initial concept design, playtesting, debugging, and publishing.

Arts & Entertainment Technologies Honors Thesis – UT Austin

August-December 2023

- Researched the effects of Generative Artificial Intelligence Technology, Virtual Reality, and its democratization of dance and dance choreography.

ACTIVITIES

Duke University Board of Trustees Strategic Engagement Program for Science and Technology **Fall 2025-Spring 2026**

Pratt Engineering Student Advisory Board – Duke University

August 2024-Present

Duke University Young Trustees Nominating Committee

Winter 2024-Spring 2025

Delta Delta Delta Sorority – University of Texas at Austin

Fall 2020-May 2024

Recruitment Captain (Spring 2022-Fall 2022)

- Directed over 250 members in recruitment process resulting in 40% increase in membership class.

Silver Spurs Organization Sweetheart Philanthropy Chair - The University of Texas at Austin

Fall 2021-May 2024