

CARSON STROUT

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Education

Boise State University 8/2020 - Ongoing
BS - Arts and Sciences: Games, Interactive Media, and Mobile Technology (GIMM)
Minor in Computer Science (CS)
(Expected Graduation: May 2025)

Experience

Research Developer 1/2023 - Present
Boise State University

- Researching and developing AR and Spatial media for the Games, Interactive Media, and Mobile Technology program

Peer Mentor 8/2023 - 12/2023
Boise State University

- Helped students with programming, design, and course materials

Unity Plug-in QA Tester / Intern 5/2023 - 6/2023
PlusMusic.ai

- Tested product in personal demos
- Provided feedback and suggestions for improvement

Skills

Programming

- C#, Unity, C++, Unreal Engine, HTML, CSS, JS, Python, Java, SQL, Swift / SwiftUI, Agile / Scrum, Git / Github

Design Software

- Adobe Photoshop, Blender, Maya, Substance Painter, Adobe Premiere Pro, Adobe After Effects, Adobe Illustrator

Honors and Accomplishments

Boy Scout Troop 15 | Eagle Scout 12/2015

- Received donated computer parts to build a set of computers
- Donated the built computers to a senior home located in Oakland, CA
- Hosted several sessions that involved teaching groups of seniors various computer applications that would be beneficial for communication and everyday use