

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

GIMM Works Unity Developer

4/2024 - Ongoing

Boise State University

- Collaborated in a team environment to create and deliver Unity-based projects, meeting diverse client needs effectively

Research Developer

1/2024 - 4/2024

Boise State University

- Specialized in AR and Spatial media, conducting research and development tailored to diverse client requirements

Peer Mentor

8/2023 - 12/2023

Boise State University

- Provided guidance in programming, design and course content, enhancing student's understanding and academic success

Unity Plug-in QA Tester / Intern

5/2023 - 6/2023

PlusMusic.ai

- Tested product in personal demos and 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