

CARSON STROUT

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SUMMARY

Motivated and creative game developer, programmer, and designer currently enrolled in the GIMM program at Boise State University. Dedicated to designing and developing interactive, user-friendly, and fun experiences to others.

EDUCATION

Boise State University 2020-Ongoing

BS - Innovation and Design: Games, Interactive Media, and Mobile Technology
(Expected Graduation: May 2025)

SKILLS

- **Programming Experience**
 - C#, Unity, Java, Agile, HTML, CSS, JavaScript, Git
- **Design Software**
 - Adobe Photoshop, Adobe Illustrator, Adobe Animate, Blender, Adobe Premiere Pro

PROJECTS

Jump Monke Jump

[github](#)

Multiplayer AR Platformer

- **Roles:** Lead Programmer
- **About:** An android application that uses the camera's AR capabilities to place a competitive, 2-player platformer game in the real world.

Dusty Frontier

[github](#)

2D Western Platformer

- **Roles:** Designer, Programmer, Artist
- **About:** A 2D western platformer project that further developed my game development experience through better levels, mechanics, player movement, and enemy control.

Shadow Adventure

[github](#)

First Game Project

- **Roles:** Designer, Programmer, Artist
- **About:** A 2D platformer project that focuses on learning different mechanics, how to use them to create levels around those mechanics, and post-processing.

Honors and Accomplishments

Boy Scout Troop 15 | Eagle Scout

12/2016

- 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