

CARSON STROUT

Boise, ID | carson.strout42@gmail.com | carsonstrout.github.io | (510) 414-8957

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 | 10/2022 - 12/2022

[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 | 1/2023 - 4/2023

[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 | 8/2022 - 10/2022

[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 | 12/2015

- 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