

# CARSON STROUT

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## Education

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**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

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**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

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**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

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**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