CARSON STROUT

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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, C++, Unreal Engine, Java, Agile, HTML, CSS, JavaScript, Git
- **Design Software**
  - Adobe Photoshop, Adobe After Effects, Blender, Adobe Premiere Pro

EXPERIENCE

Peer Mentor | 8/2023 - Present

Boise State University

- Help 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.

PROJECTS

A Thief's Dilemma | 2/2023 - 5/2023

github

Interactive Comic Book on Quantum Mechanics

- **Roles:** Project Leader, Lead Programmer, Artist, Animator, 3D Modeler, Level Designer, Sound Designer
- **About:** An interactive comic that explores the concepts of quantum mechanics on a larger scale.

Dead West | 3/2023 - 5/2023

github

Hybrid Animation Experience with Head Tracking

- **Roles:** 3D Modeler, Programmer
- **About:** A hybrid animation that features a mix of 3D models and 2D animations. Includes an option for gaze tracking so the user can actively look around the scene.

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.

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