

# CARSON STROUT

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## EDUCATION

**Boise State University**

**Expected Graduation: May 2025**

*BS - Arts and Sciences: Games, Interactive Media, and Mobile Technology (GIMM)*

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## EXPERIENCE

**Unity VR Developer** | *Boise State University*

**11/2024 - Present**

- Developing immersive **VR chemistry lab simulations** to enhance student learning.
- Designed **contamination scenarios** and **realistic experimental workflows** in Unity.
- Collaborating with educators to ensure accuracy and engagement in simulations.

**Lead Unity Developer** | *GIMM Works - Boise State University*

**4/2024 - Present**

- Programmed and designed Unity-based interactive applications for **client projects**.
- Worked with teams to develop solutions aligned with educational and commercial needs.

**Research Developer (AR & Spatial Media)** | *Boise State University*

**1/2024 - 4/2024**

- Conducted **AR research and prototyping** to explore new applications for spatial media.
  - Developed interactive **AR experiences** tailored for client needs.
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## PROJECTS

**IdaGem (Client Project - Team Lead & Lead Programmer)**

- Led a team of **9 developers** in creating a gamified **4th-grade history curriculum**.
- Developed **interactive lessons, minigames, achievements, and character-driven learning**.
- Collaborated with Idaho educators, the Wassmuth Center for Human Rights, and DHS.
- Submitted to the **International Serious Play Awards** for educational game excellence.

**Fish & Game Hunting Safety Simulation (Client VR Project - Lead Programmer)**

- Sponsored by **10+ states**, this VR project teaches **hunting safety and ethics**.
- Programmed **animal AI, interactive events, and player decision-making mechanics**.
- Led a sub-team developing the largest scenario in a team of **13 developers**.

**Six Shooter (Personal VR Project)**

- Designed an old-school VR roguelike inspired by **Spaghetti Westerns**.
  - Developed **waves of enemies, bullet upgrade mechanics, and interactive environments**.
  - Created **all assets from scratch**, including code, 3D modeling, level design, and UI.
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## SKILLS

**Game Development:** Unity (C#) | Unreal Engine (Blueprints, C++) | Git/GitHub | Gameplay Programming | Level Design | VR Development | State Machines | Scriptable Objects | Event Systems | Character AI | Problem-Solving | Systems Thinking | Debugging & Optimization

**Collaboration & Workflow:** Agile/Scrum | Cross-Disciplinary Collaboration | Team Leadership | Project Management | Effective Communication

**Technical Art & Design:** Blender | Substance Painter | Photoshop | Maya