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)

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.
- 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.

PROJECTS

IdaGem (Client Project - Project & Developer Lead)
- 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 - Developer Lead)
- 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 hunting scenario in a team of 13 developers.

Six Shooter (Personal VR Project)
- Designed a PSX-styled VR roguelike game 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.

SKILLS

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

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

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