

Carson McMahan

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Education:

- Games, Interactive Media, and Mobile (GIMM) program Boise State University
 - Expecting to graduate in Spring of 2024

Skills:

- Programming Languages: C#, HTML, CSS, and JavaScript.
- A year of Object-Oriented programming.
- Experience Working With: GitHub, Bootstrap, Adobe Photoshop, Adobe XD, Adobe Animate, Adobe Premier, Microsoft Visual Studio and Visual Studio Code, Maya, Blender, Unity Game Engine, and Unreal Engine.
- Collaborating in a group setting.
- Problem solving.

Experience:

Game Development:

GIMM 110: *Augmented Reality Mini Game*

Fall of 2021

In a group, we were tasked with creating an AR mobile game. My group came up with the idea of a turn-based RPG. The AR component of the game was to initialize the characters using playing cards. We used the Vuforia component of Unity to achieve this. The game had two major versions: a prototype and a final version. I was a part of developing which was used just to show core gameplay in each. This experience taught me how to effectively work in groups in order to design a gaming experience.

GIMM 290, 330, and 350: *Final VR Game*

Spring 2022 to Present

The GIMM program has a project where every student is required to develop their own VR game. The project starts in GIMM 290 where we learn about the different elements of game play and basic prototyping. My current idea for my game is based on my architecture experience before transferring to the GIMM program. My idea is to make a game an interface where a client can “build” their own house using prebuilt assets. Afterwards, they would be able to blow the scale of the building up and walk around in the house. This is an ongoing project that I am currently working on. As a result of working on this project, I better understand the process involved in working on long term projects such as problem solving and troubleshooting issues as they happen.

Web Development:

GIMM 260: Data Visualization Website

Fall of 2022

For this project, I was tasked with creating a data visualization website for a topic of my choosing. I chose to create a website for my favorite baseball team, the Los Angeles Dodgers. There is a total of four visualizations that are each unique in their own way. One using a scatter plot graph to show the total attendance, a donut graph showing total runs scored, another donut graph showing the number of wins against the Giants, and lastly a table show whether the top player earned an award that season. This is one of my favorite projects that I have worked on while attending GIMM. I was able to properly learn how to use HTML, CSS, JavaScript, Node.js and D3.js.

GIMM 285: Mobile Form Website

Spring of 2023

For the Mobile Form Website, I was assigned to create a form website to take entered data and then validate it. After validating the entered data, the information would then be displayed in a table. I used JavaScript to display the table as well as used express validator to validate the information entered. This was an interesting project to work on because I had never validated entered data before through the server, only on the HTML page. I learned a great deal from this project especially how to utilize HTML form elements efficiently.

GIMM 300: Portfolio Website

Spring of 2023

For GIMM 300 I was tasked with creating a portfolio website in order to house all my portfolio artifacts. Working on this assignment I learned how to effectively use Bootstrap as well as deepen my understanding of HTML, CSS, and JavaScript.

UX/UI:

GIMM 200: UX and UI Project

Spring of 2022

I used Adobe XD to showcase a new type of mobile application that would be responsible for tracking users' hours played across different gaming consoles and applications (e.g., Steam, Epic Game Store, Riot Client, as well as any console). Completing this project taught me how to properly use Adobe XD and how to design an application's interface before implementing it.