

James Troup

jlt9768@rit.edu
(240)994-8287

linkedin.com/in/james-troup
<https://github.com/jlt9768>

Portfolio: <https://james-troup-portfolio.herokuapp.com>

Education:

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

Honors Student

Honors: Dean's List all Terms; Maryland Scholar; Outstanding Undergraduate Scholar

Minor: Psychology

Rochester, NY

Graduated May 2019

GPA: 3.92/4.00

Relevant Courses:

Game Dev & Algo Prob Solve I-II

Game Design and Development I -II

Rich Media Web App Development I-II

Data Structures and Algorithms I-II

Casual Game Development

Interactive Media Development

Skills:

Languages: C#, LUA, JavaScript, Node.JS, HTML5/CSS3, React, Java, C++

Developer Tools: Visual Studio, Unity, Brackets, Photoshop, Maya, NetBeans

Version Control: Git, Perforce

Projects:

Finance Tracker

Team Size:

GitHub: <https://bit.ly/2TMtNzK>

1

Can be found: [Here](#)

- Allows users to create accounts to keep track of finances, with the ability to retrieve accounts if username is forgotten, if a valid email is provided
- Front end uses React and Handlebars templating.
- Back end both done with MongoDB and Redis.
- Standards checked via ESLint
- Continuous integration done via CircleCI.

Through The Night

Team Size:

Time Spent:

GitHub: <http://bit.ly/2weZz9q>

5

36 hours

- HeroJam 2017, Best Game Design Winner
- 2D side scrolling action game built in Unity
- Worked on game states, displaying and creation of messages, and the player

Animal Stackers**Team Size:****Time Spent:**GitHub: <http://bit.ly/2g8oBmk>**3****36 Hours**

- ImagineCup @ RIT Game Jam, Winner of Best 3D Gameplay
- Family friendly geometric animal stacking game built in Unity
- I was the lead programmer and worked on all gameplay mechanics

Experience:**Funkitron****Remote Position****Game Programmer/Designer****January – August 2018, June 2019 - Current**

- Design and build levels, including tutorial levels
- Test and balance the difficulty/quality of levels
- Design new mechanic and event ideas