

# James Troup

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[linkedin.com/in/james-troup](https://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>

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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. Back end both done with MongoDB and Redis. Standards checked via ESLint and continuous integration done via CircleCI.

### Through The Night

### Team Size:

### Time Spent:

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

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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>

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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