James Troup

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Education:

Rochester Institute of Technology   **Rochester, NY**
Bachelor of Science in Game Design and Development   Expected May 2019
Honors Student   **GPA: 3.90/4.00**
Honors: Dean's List all Terms; Presidential Scholarship; Maryland Scholar

Relevant Courses:

Game Dev & Algo Prob Solve I-II	Math Graph Simulation
Discrete Mathematics	2D-3D Animation and Asset Prod
Web Design and Development	Interactive Media Development

Skills:

Programming/Web Languages: Java, C#, C++, HTML5/CSS3, JavaScript
Developer Tools: NetBeans, Visual Studio, Unity, Photoshop, Maya
Version Control: Git
Frameworks: MonoGame

Projects:

Fragments   **Team Size:**   **Time Spent:**
github.com/RPGCCIS/Game   **4**   **~ 4 Months**
- 2D side-scolling RPG designed with Final Fantasy 4 elements
- I was a Game View Programmer, getting everything viewable in the window
- Worked on reading an external file and creating drawable layers with said file

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:

Giant Food   **Frederick, MD**
Front End Employee   **July 2014 – July 2016**
- Operated a cash register, bagged, and helped customers
- Maintained the front end of store, inside and out
- Assisted with training front end employees