# James Troup

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**Portfolio**: people.rit.edu/jlt9768/230/portfolio/

## Education:

**Rochester Institute of Technology**                           **Rochester, NY**
Bachelor of Science in Game Design and Development             Expected May 2019
Honors Student                                                 **GPA: 3.94/4.00**
Honors: Dean's List all Terms; Maryland Scholar; Outstanding Undergraduate Scholar
Minor: Psychology

### Relevant Courses:

| | |
|---|---|
| Game Dev & Algo Prob Solve I-II | Data Structures and Algorithms I-II |
| Game Design and Development I -II | Casual Game Development |
| Rich Media Web App Development I | Interactive Media Development |

## Skills:

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

## Projects:

| **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 Co-op**                             **January – August 2018**

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

**Funkitron**                                           **Remote Position**
**Part-Time Game Tester**                        **April 2017 - Current**
- Test in development levels looking for bugs
- Test the difficulty of levels

**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