

James Troup

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<https://github.com/jlt9768>

Education:

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

Honors Student

Honors: Dean's List all Terms; Presidential Scholarship; Maryland Scholar

Rochester, NY

Expected May 2019

GPA: 3.86/4.00

Relevant Courses:

Game Dev & Algo Prob Solve I-II

Discrete Mathematics

Web Design and Development

Math Graph Simulation

2D-3D Animation and Asset Prod

Interactive Media Development

Skills:

Programming/Web Languages: Java, C#, HTML5/CSS3, JavaScript

Developer Tools: NetBeans, Visual Studio, Unity, Photoshop

Version Control: Git

Frame works: MonoGame

Projects:

Fragments

github.com/RPGCCIS/Game

Team Size:

4

Time Spent:

~ 4 Months

- 2D side-scrolling 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

Experience:

Giant Food

Front End Employee

Frederick, MD

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