

# James Troup

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

Expected May 2019

**GPA: 3.94/4.00**

### **Relevant Courses:**

Game Dev & Algo Prob Solve I-II

Game Design and Development I -II

Rich Media Web App Development I

Data Structures and Algorithms I-II

Casual Game Development

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****Part-Time Game Tester**

- Test in development levels looking for bugs
- Test the difficulty of levels

**Giant Food****Front End Employee**

- Operated a cash register, bagged, and helped customers
- Maintained the front end of store, inside and out
- Assisted with training front end employees

**Remote Position****April 2017 - Current****Frederick, MD****July 2014 – July 2016**