# CARSON STROUT

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## Education

**Boise State University**                                                                       8/2020 - Ongoing
*BS - Arts and Sciences: Games, Interactive Media, and Mobile Technology (GIMM)*
(Expected Graduation: May 2025)

## Experience

**GIMM Works Unity Developer**                                                        4/2024 - Ongoing
*Boise State University*
- Collaborated in a team environment to create and deliver Unity-based projects, meeting diverse client needs effectively

**Research Developer**                                                                        1/2024 - 4/2024
*Boise State University*
- Specialized in AR and Spatial media, conducting research and development tailored to diverse client requirements

**Peer Mentor**                                                                                    8/2023 - 12/2023
*Boise State University*
- Provided guidance in programming, design and course content, enhancing student's understanding and academic success

**Unity Plug-in QA Tester / Intern**                                                  5/2023 - 6/2023
*PlusMusic.ai*
- Tested product in personal demos and provided feedback and suggestions for improvement

## Skills

**Programming**
- C#, Unity, C++, Unreal Engine, HTML, CSS, JS, Python, Java, SQL, Swift / SwiftUI, Agile / Scrum, Git / Github

**Design Software**
- Adobe Photoshop, Blender, Maya, Substance Painter, Adobe Premiere Pro, Adobe After Effects, Adobe Illustrator

# Honors and Accomplishments

**Boy Scout Troop 15** | Eagle Scout                                    12/2015
- Received donated computer parts to build a set of computers
- Donated the built computers to a senior home located in Oakland, CA
- Hosted several sessions that involved teaching groups of seniors various computer applications that would be beneficial for communication and everyday use