

# CARSON STROUT

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## EDUCATION

**Boise State University**

**Expected Graduation: May 2025**

*BS - Arts and Sciences: Games, Interactive Media, and Mobile Technology (GIMM)*

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## EXPERIENCE

**Unity VR Developer** | *Boise State University*

**11/2024 - Present**

- Developing immersive VR chemistry lab simulations to enhance student learning.
- Designed contamination scenarios and realistic experimental workflows.
- Collaborating with educators to ensure accuracy and engagement in simulations.

**Lead Unity Developer** | *GIMM Works - Boise State University*

**4/2024 - Present**

- Programmed and designed Unity-based interactive applications for client projects.
- Worked with teams to develop solutions aligned with educational and commercial needs.

**Research Developer (AR & Spatial Media)** | *Boise State University*

**1/2024 - 4/2024**

- Conducted AR research and prototyping to explore new applications for spatial media.
  - Developed interactive AR experiences tailored for client needs.
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## PROJECTS

**IdaGem (Client Project - Project & Developer Lead)**

- Led a team of 9 developers in creating a gamified 4th-grade history curriculum.
- Developed interactive lessons, minigames, achievements, and character-driven learning.
- Collaborated with Idaho educators, the Wassmuth Center for Human Rights, and DHS.
- Submitted to the International Serious Play Awards for educational game excellence.

**Fish & Game Hunting Safety Simulation (Client VR Project - Developer Lead)**

- Sponsored by 10+ states, this VR project teaches hunting safety and ethics.
- Programmed animal AI, interactive events, and player decision-making mechanics.
- Led a sub-team developing the largest hunting scenario in a team of 13 developers.

**Six Shooter (Personal VR Project)**

- Designed a PSX-styled VR roguelike game inspired by Spaghetti Westerns.
  - Developed waves of enemies, bullet upgrade mechanics, and interactive environments.
  - Created all assets from scratch, including code, 3D modeling, level design, and UI.
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## SKILLS

**Game Development:** Unity (C#) | Unreal Engine (Blueprints, C++) | Gameplay Programming | Level Design | VR Development | State Machines | Scriptable Objects | Event Systems | Character AI | Problem-Solving | Systems Thinking | Debugging & Optimization

**Collaboration & Workflow:** Agile/Scrum | Git/GitHub | Cross-Disciplinary Collaboration | Team Leadership | Project Management | Effective Communication

**Technical Art & Design:** Blender | Substance Painter | Photoshop | Maya