

Carson McMahan

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Education:

- Boise State University
- Games, Interactive, Media, Mobile (GIMM) program
- Bachelors of Science
 - Expecting to graduate in the Spring of 2024

Experience:

Web Development:

IUPAC Project:

Spring of 2023

- Developing a website template for Systems Thinking in Chemistry.
- Created templates for this website using *Adobe XD*
- Did *UX texting* by doing a simple card sort with a total of 10 people
- Currently finalizing the navigation bar and will then move on to coding the actual template using *HTML, CSS, JavaScript*, and some *Word Press as well*.

GIMM 285: *Mobile Form Website*

Spring of 2023

- Developed a form website which asks users questions based on a prompt
- My prompt was League of Legends and I asked a total of right questions utilizing *HTML* form elements such as dropdowns text boxes and file uploads
- Utilized *express validator* to validate user input on a *Node.js* server
- *JavaScript, HTML, and CSS* were used for this website.

GIMM 260: *Mobile Narrative Website*

Fall of 2022

- Created a website designed to tell a story using data visualizations on the Dodgers stats between 2021 – 1971
- Total of four visualizations each showcasing something different: total attendance between each season, total runs scored, Dodgers vs Giants wins, and a table of top players each season and whether they won an award or not
- Utilized *Visual Studio Code* to create this project, *HTML, CSS, JavaScript* and some JS frameworks such as *Node.js* and *D3.js*
- Strengthened my skill to problem solve effectively and how to use *HTML, CSS, and JavaScript* to make an interactive website

Game Development:

GIMM 375: *Thaumaturge*

Spring 2023 to Fall 2023

- Developing an open world spell casting game
- Wanted to create a unique spell casting system that strays away from traditional elements for spells
- Utilized Cinemachine in *Unity Engine* to develop a third person character controller as well as used *GitHub* for project management and version control
- Further developing my *problem-solving* skills and *working in a group setting*

GIMM 290, 330, 350, and 375: *Senior VR Game*

Spring 2022 to Present

- Developing a VR game for a senior project that started when I was a sophomore
- It is centered around using VR to help architecture allow client to design and develop their own house
- Utilized programs such as *Maya*, *Photoshop*, and *Unity* to get to the current stage that I am at
- This project is still in development however it has taught me how to work on long term projects and *develop troubleshooting techniques*

GIMM 250: *Quantum Entanglement: For Dummies-by-Dummies*

Spring of 2022

- Created a gameplay experience centered around Quantum Entanglement
- Designed to be a comic but shifted to focus more on gameplay by using puzzles to explain Quantum Entanglement
- Had different design stages including storyboards showing art and workflow as well as a final Unity project
- Utilized *Adobe Creative Cloud* programs to create animations, *Audacity* to record voice overs, *C#* and *Unity Engine* to create the project
- Further improved upon *working in group setting*, *problem solving*, as well as *design stages*

GIMM 110: *Augmented Reality Mobile Game*

Fall of 2021

- Created an AR game for Android smartphones in a group setting
- Designed as a turn-based RPG where the player can choose what character they play as and can choose the enemy they could fight against
- Had different design stages including conception, prototype, and final version
- Used *Vuforia*, *Unity UI*, and *C#*
- Learned how to effectively *work in a group* and *problem solve* issues