

Carson McMahan

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Education:

- Boise State University
- Games, Interactive, Media, Mobile (GIMM) program
- Bachelors of Science
 - Graduating May 2024

Experience:

Web Development:

Teachers Assist for GIMM 260

Fall of 2023

- Was a teacher's assistant for Professor Jack Polifka
- Helped him teach GIMM 260, which is a web development class
- My responsibilities included:
 - Taught on two different days
 - *Bootstrap/Responsive Web Design*
 - *JavaScript Functions*
 - Helping students when they had questions
- I gained *presentation skills* by *leading* class discusses related responsive web design and JavaScript Functions
- Gained a deeper understanding of those topics because I was able to teach them

AWS and Alexa Application

Fall of 2023

- Developed an application to send and receive data using Amazon Alexa
- Users can interact with Alexa by using four unique intents
- Utilized *MySQL* to store when users interact with Alexa
 - Intent name as well as the date and time
- Learned how to host a website using *Amazon Web Services*
- Strengthened my *problem-solving* ability as well as working in a group environment

CRUD API Mobile Website

Spring of 2023

- Created a CRUPD API website where users could enter their own data using *MySQL*
- Users were able to sort through all of the data entered into the database as well as edit and delete selected data

- Learned how to use *MySQL* statements such as *select*, *insert*, *update*, and *delete*
- Strengthened my *problem-solving* skills and improved upon my ability to create an interactive website

WordPress Portfolio Website

Spring of 2023

- Made a portfolio website using *WordPress*
- Learned how to create pages and utilize plugins
- Used templates to create the base website and then build upon that
- Learned a new skill, *WordPress*, and strengthened my ability to learn and *problem-solve*

IUPAC Project

Spring of 2023

- Developed a website template for Systems Thinking in Chemistry.
- Created templates 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.

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.

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:

Unreal Multiplier Game

Fall 2023

- Developed a multiplayer experience using *Unreal Engine*
- The concept for the game was an arena style fighting game where the players had gravity that could pick up and launch objects at one another
- Learnd how to use *Unreal Engine* and *Blueprints*

- Further improved upon *working in a group* and *problem solving*

Gravity Gauntlet

Fall 2023

- Created a space racing game where the idea is to allow the player to flip their own gravity
- Developed the game to be two players with split screen and had an AI which functioned as a third player
- Utilized the *Unity Engine* to create this as well as *C#* to program all of the different features
- Strengthened my ability to *problem-solve*, *work with others*, and use *C#*

Thaumaturge

Spring 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*

Senior VR Game

Spring 2022 to Fall 2023

- 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*

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*

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