

Christopher Scott Gibson

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EDUCATION

Boise State University, Boise — *Games Interactive Media Mobile Technology - College of Innovation & Design*

Sophomore, Bachelors Graduating Fall 2024

Area of focus: Augmented and Virtual Reality

PROJECTS

Low Poly Weather Simulator 2022

Explore a relaxing VR environment of a small cabin on a lake. Weather animations, music, and environmental changes create the atmosphere of sun, rain, and snow

Skills: Environmental design, 3D animation, AR locomotion, AR hand interactions,

Built to: Oculus Quest 2

Programs Used: Blender, Unity

Who Done It? 2022

A hands free 360 Video experience where the viewer chooses who to interrogate while they try to find out "Who done it!"

Skills: Video Editing, 360 filming, Storyboarding

Built to: Oculus Quest 2

Programs Used: Unity, Premiere Pro

Ordered or Random? A Pinball Comic 2022

An Interactive Comic that explores if the universe is Random, or if there is Order using an old pinball game.

Skills: Environment Design, Storyboarding, Communicating Complex Ideas

Built to: Android Devices / Web

Programs Used: Adobe Illustrator, Adobe XD, Unity

Kitchen Companion 2021

An AR Cooking Application Wireframe. Framework for an application to train line cooks on the job, or help anyone cook restaurant quality food at home.

Skills: UX Design, AR Hand Interactions, Iteration, Surveys and Implementing Feedback

Built to: Oculus Quest 2

Programs Used: Unity, Figma, MRTK

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