Christopher Scott Gibson

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EDUCATION

Boise State University, Boise, ID
Bachelor of Science in Games, Interactive Media, Mobile

Expected May 2025
Area of focus: Augmented and Virtual Reality Development

PROJECTS

Reversing Alzheimer's Research 2024- 2025

Along with a team of researchers, developing a virtual reality experience to test for early signs of Alzheimer's Disease using scent and pattern recognition.

Skills: Communication, VR UI/UX, Arduino
Platforms: Quest 2/ Quest Pro

Boise Zoo Project 2024-2025

Working with the Boise Zoo to create a mobile game aimed at teaching kids about wildlife conservation.

Skills: Unity 2D& 3D, Feedback based iteration, Mobile / AR Development
Platforms: Android/ Iphone

Cross Platform Multiplayer Device Dependent Defence Game 2025

This multiplayer tower defence/ raid game showcases the strengths of each device in a team setting and allows each role to be filled uniquely.

Skills: Unity development, Cross Platform UI/UX, Multiplayer Development
Platforms: Android, PC, Quest 2/ Quest 3

Peasants Quest 2023-2025

Sneak your way through a heavily guarded castle while solving puzzles, plotting with locals, and stealing back as much treasure as you can find.

Skills: Environmental design, Puzzle Design, World Building
Platforms: Quest 2 / Quest 3

Additional Skills

Programming & Development

- Unity (C#)
- OpenXR & XR Interaction Toolkit
- Meta XR SDK & OpenXR
- Multiplayer & Networking (Photon)

Design & UX

- VR UI/UX & Accessibility
- User Testing & Playtesting for XR
- Haptic Feedback Implementation
- Rapid Prototyping for XR
- Cross-Disciplinary Collaboration