Christopher Scott Gibson

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EDUCATION

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

Senior, Bachelors Graduating Spring 2025
Area of focus: Augmented and Virtual Reality Development

PROJECTS

Reversing Alzheimer's Research 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
  Built to: Quest 2/ Quest Pro

Boise Zoo Project 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
  Built to: 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
  Built to: 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
  Built to: Quest 2 / Quest 3