

Benjamin (Boon) Burns

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Education

BS in GIMM (Games, Interactive Media, and Mobile Technology)

Boise State University Boise, ID

Expected graduation date: May 2027

Experience

- **College projects:**

- Personal 2D game -
 - Worked by myself building a 2D platformer game using Unity.
 - I learned game development, coding with C#, and Unity.
- AR game -
 - Worked with three other people to create a Mortal Kombat style game in AR.
 - I learned how to use AR technology and AR in Unity.
- Interactive comic game -
 - Worked with three other students to create an interactive comic game about the theory of the bi-directional flow of time.
 - I learned how to create meaning and story within a game. and to use interactive music in a game.

- **Personal Projects:**

- Game jam project -
 - Worked with one other person to create a 3D game about serenity using Unreal Engine, Blueprint, and C++
 - Learned how to create and release a game in Unreal Engine.
- Practice project - Unreleased inventory and GAS systems in Unreal Engine 5 with C++ and Blueprint
 - Worked with one other to create a survival game stubb with an inventory system and abilities.
 - Learned to understand C++, Blueprint, the Gameplay Ability system, and making systems like inventories.
- Spark -
 - Worked with one other to create an Overwatch-style melee game with 21+ characters and 4 game modes.
 - Learned to use multiplayer and large game frameworks.

Peer Mentor:

- Worked for the GIMM department on a team
- Help freshman with C#, Unity, and development

GIMM Media Team:

- Worked for the GIMM department on a team
- Creating programs advertising GIMM around the school
- Marketing GIMM
- GIMM tutorials on Unity, C#, and Unreal Engine 5