

Benjamin (Boon) Burns

Idaho Falls, ID

boonburns@gmail.com | Mobile: (208)-971-3485

Portfolio: <https://iamluminant.github.io>

Education

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

Boise State University Boise, ID

Expected graduation date: May 2027

Experience

- **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.
- **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.
- **Luminant Expansion Plugin for UE5 -**
 - A tetris style inventory system with item system and interaction system.
 - Comes with an ability system similar to UE5's Gameplay Ability System but less limiting.
 - Any character can use abilities and items can have 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