

# Brigham Boice

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## Education

Northeastern University, Boston, MA

Masters of Science in Game Science and Design, Graduating May 2027

- Member of the Game Science and Design Student Committee and the Entrepreneurship Club.

Champlain College, Burlington, VT

Bachelor of Science in Game Design, Double Minor in Game Programming and Entrepreneurship, Graduated May 2025

- Fellow for the Center for Innovation and Entrepreneurship, Champlain College, working to support student businesses.
- Game Design Tutor, Teacher Assistant, Freeman Foundation Asia Scholar, and Orientation Leader.
- GPA: 3.71 / 4.0

## Skills

- *Hard Skills:* C#, C++, JavaScript, Python, Debugging, Unity, GameMaker 2, Unreal Engine, Visual Studio, Visual Studio Code, Xcode, NetSuite, Bing Maps SDKs, MapBox, Google Firebase Real-Time Database/Cloud Database, Blender, Android, and iOS deployment/functionality, React Native Development, AR, VR, MR, XR, Olfactory VR, Haptics, Full Body Tracking, Brain Computer Interface development, Graphic/Web design, GitKraken, GoDaddy, and Adobe Products.
- *Soft Skills:* Human-Centered Design, Team Collaboration, Leadership, Communication, Perseverance, and Adaptability.

## Relevant Projects

*Spindle*, June 2021 to Present

Tech Lead and Mobile Developer, Team Size: 3

- Developed a location-based tourism app to connect tourists and residents to surrounding communities and local history.
- Used Unity, C#, Visual Studio, Bing Maps, Google Maps, and Android Studio.

*RISE FROM RUIN*, August 2024 to May 2025

Product Owner/Technical Designer, Team Size: 19

- Developed as part of my Champlain College Capstone, leading a 19-person team to create a third-person character-action game where players control a colossal beast defending a war-torn city, featuring destructive combat mechanics and Norse-inspired worldbuilding while overseeing design, production, and technical direction.
- Used Unity, C#, Blender, Maya, JIRA, Confluence, and GitKraken.

*Night of the Songbirds*, February 2024 to May 2024

Product Owner/Technical Designer, Team Size: 8

- Developed as part of the Ubisoft Game Lab Competition, designing a multiplayer co-op game with innovative AI systems and non-Euclidean mechanics, earning a Nomination for Best Technical Challenge and Innovation.
- Used Unity, C#, Maya, JIRA, Confluence, and GitKraken.

## Additional Work Experience

Newpast, Peterborough, NH

Founder/Indie Developer, January 2016 to Present

- Working with Newpast to recreate historic towns and events in virtual experiences, creating, educating, and exploring history through technology.
- Pitched the United States Capitol Building Leadership to improve access and engagement with history using technology.
- Developed and launched my company's first product, *Peterborough 1886*.

Human Inspired AI, Korea University, Seoul, South Korea

AI Research Intern, June 2024 to July 2024

- Published two research papers, one focusing on BCIs and their applications within Immersive Digital Media and another exploring AI's role in generating real-time in-game content, in the *Advances in Applied Intelligence Research Journal*.
- Gained hands-on experience in AI research, focusing on Brain-Computer Interfaces, smart home tech, and immersive media applications while contributing to innovative solutions in AI, education, security, and game development.

Märzen Group, Nashua, NH

Junior Developer, June 2022 to Present

- Developing simulated software for projecting military assets to a WGS-84-compliant globe for the Department of Defense.
- Modeled military vehicles that are used in 3D geospatial apps depicting live aircraft and ship movements.