

Brigham Boice

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I am a game designer, innovator, and entrepreneur with well over a decade of experience in multiple fields related to technology, software development, and research. My work reflects a commitment to challenging myself and my designs, leveraging cutting-edge technology to create new software, and further influencing my academic and professional endeavors.

Education

Champlain College, Burlington, VT

Bachelor of Science in Game Design, Double Minor in Game Programming and Entrepreneurship, Graduating 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

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

RISE FROM RUIN, August 2024 to Present

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 reclaiming a war-torn city, featuring destructive combat mechanics and Norse-inspired worldbuilding while overseeing design, production, and technical direction.
- Used Unity, C#, Blender, 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#, and GitKraken.

Project Monadnock, June 2021 to Present

Tech Lead and Mobile Developer, Team Size: 3

- Developed a historical education app using the user's location to connect them to surrounding communities and local history.
- Used Unity, C#, Visual Studio, Bing Maps, Google Maps, React Native, and Android Studio.

Additional Work Experience

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.

Newpast, Peterborough, NH

Founder/Indie Developer, January 2016 to Present

- We are 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*.

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.