BRANDON LYMAN

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DISCIPLINES

Game Design, Gerontology, Gerontechnology

EDUCATION

Northeastern University, Boston, MA   *2024 - Present*
Ph.D. Student - Interdisciplinary Design + Media
Advisor: Dr. Bob De Schutter
College of Arts, Media and Design

Northeastern University, Boston, MA   *2022 - 2024*
M.S. in Game Science and Design
College of Arts, Media and Design

University of New Hampshire, Durham, NH   *2013 - 2017*
B.S. in Economics, Minor: Statistics
Paul College of Business and Economics

PUBLICATIONS

Conference Short Papers

1. **Lyman, B.**, Ebrahimi, A., Cox, J., Chan, S., Barney, C., & De Schutter, B. (2024). Cardistry: Exploring a GPT Model Workflow as an Adapted Method of Gaminiscing. Proceedings of the 19th International Conference on the Foundations of Digital Games, 1–4. https://doi.org/10.1145/3649921.3656984

2. Chan, S., Cox, J., Ebrahimi, A., **Lyman, B.**, & De Schutter, B. (2023). Brukel vs Brukel: Impact of Game Fidelity on Player Experience In Gaminiscing Games. 2023 IEEE Conference on Games (COG), 1–4. https://doi.org/10.1109/CoG57401.2023.10333250

3. Ebrahimi, A., **Lyman, B.**, Earl Cox III, J., Chan, S., & De Schutter, B. (2023). Catch The Butterfly: Using Gaminiscing to Design a Serious Game about Immigrants. 2023 IEEE Conference on Games (COG). https://doi.org/10.1109/CoG57401.2023.10333237

Conference Demo Papers

1. Ebrahimi, A., **Lyman, B.**, Cox, J. E., Chan, S., & De Schutter, B. (2023). Catch The Butterfly: A Gaminiscing Game about Immigration. 2023 IEEE Conference on Games (CoG), 1–2. https://doi.org/10.1109/CoG57401.2023.10333172

GRANTS, AWARDS, & CERTIFICATIONS

Lux. Veritas. Virtus. Academic Honors Society   *2024*
Northeastern University

Outstanding Master's Student Award in Teaching - CAMD   *2024*
Northeastern University

CAMD Student Grant for Research, Scholarship and Creative Activity   *2024*
Northeastern University

1st Place in Overall Category: Hidden Heroes Game Jam Competition *2023*
Indiecade

CAMD Graduate Student Scholarship *2022*
Northeastern University

Unity Certified Associate: Programmer *2021*
Unity Certified Associate: Game Developer
Unity Technologies

PROFESSIONAL EXPERIENCE

Game Developer *2022 - 2024*
STEG Lab, Northeastern University

Quantitative Analyst *2018 - 2021*
State Street Corporation, Boston, MA

Rotational Analyst *2017 - 2018*
State Street Corporation, Boston, MA

TEACHING/TUTORING EXPERIENCE

Graduate Teaching Assistant *2023-2024*
Spatial and Temporal Design, Northeastern University

Writing Assistant *2014-2017*
Connors Writing Center, University of New Hampshire

Student Tutor - Calculus *2017 - 2018*
Athletics Department, University of New Hampshire

TECHNICAL SKILLS

Programming	C#, R, Python, LaTeX
Technologies	Unity, SQL, GitHub, JASP, Blender, Overleaf