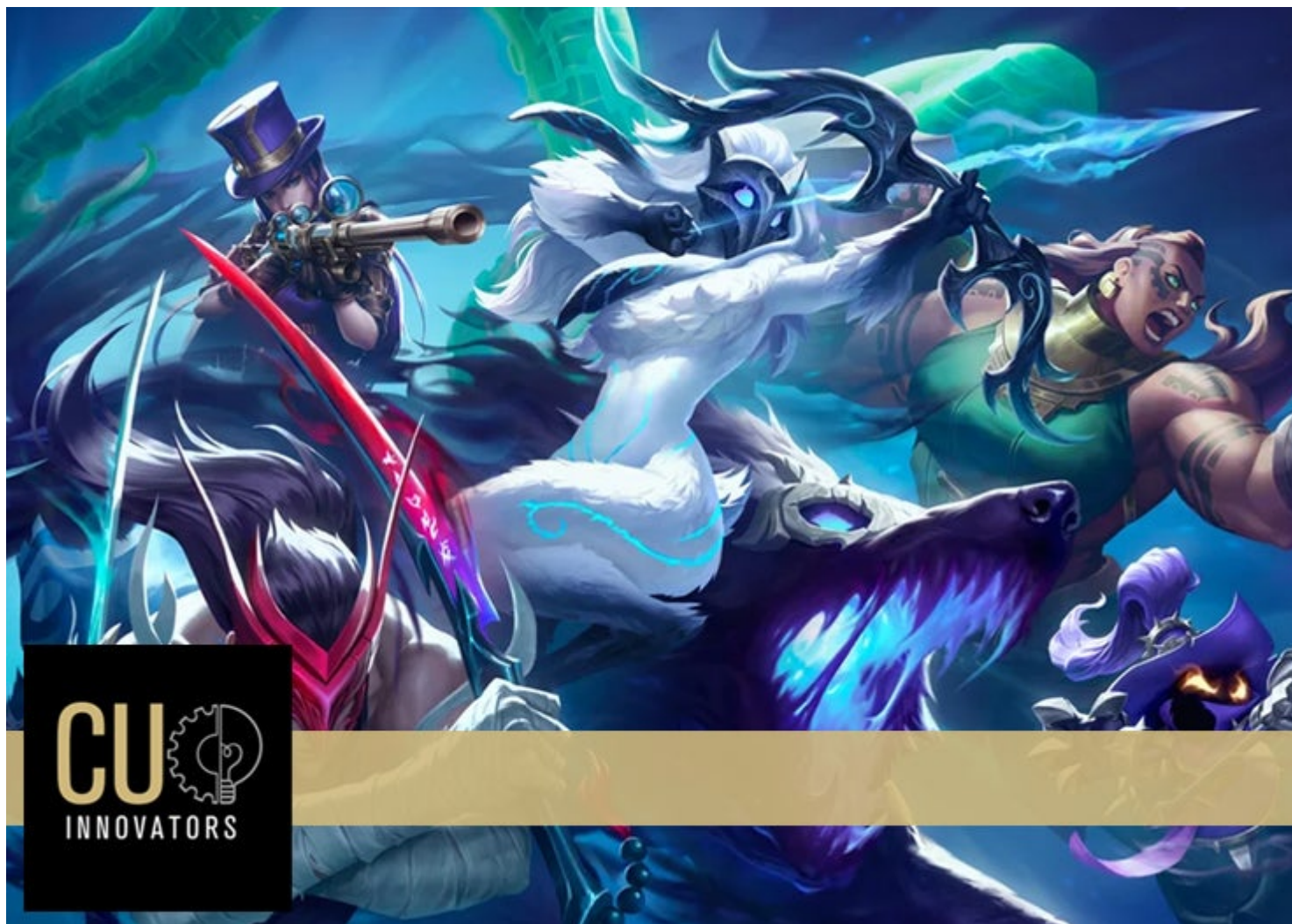


Terra Ray ^[1]







In this episode, Dr. Terry Boulton, El Pomar Endowed Professor of Innovation Security and founder of the Bachelor of Innovation program at UCCS, sits down with Terra Ray, a program graduate and current delivery lead at Riot Games. Terra shares her journey from UCCS to the gaming industry, highlighting key moments like launching a Kickstarter from a Game Jam project and navigating her career path. They also dive into the topic of inclusivity in gaming, with Terra reflecting on her experiences as a bisexual woman and how diversity plays a crucial role in fostering creativity and innovation in the industry. She discusses the importance of diverse perspectives, how Riot Games and the broader industry are working to create more inclusive environments, and the ongoing need to advocate for change. Terra's story is one of resilience, creativity, and determination, offering valuable insights for those looking to break into the gaming industry while championing inclusivity.



About Dr. Boulton: Dr. Terrance Boulton is CU Distinguished Professor of Computer Science and El Pomar Endowed Professor of Innovation and Security at the University of Colorado, Colorado Springs (UCCS). Before joining UCCS in 2003, he was an endowed professor and Founding chairman of the CSE department at Lehigh, and before that, he was a professor at Columbia University in NYC. He is the founder and Co-director of the Bachelor of Innovation, family of degrees. With over 400 published papers and 20 patents, Dr. Boulton is a recognized leader in his field and an IEEE Fellow. Dr. Boulton's work also extends to entrepreneurship -- he has been part of three startups, each of which earned millions in revenue. He has also helped small businesses earn millions of dollars in R&D funding.

[Learn more UCCS's Bachelor of Innovation program](#) [2]

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