

Akiah Tullis

Game Design + Development

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Top Skills:

- **Collaborator:** Worked in multiple roles across several projects
- **Creative:** Created novel ideas *and* designed within parameters
- **Technical:** Implemented data structures, design patterns, and plugins for development
- **Analytic:** Built prototypes, adjusted based on testing, and broke down existing systems
- **Resilient:** Coordinated triage *and* performed under pressure to deliver on-time

Top Projects:

Boise State NASA SUITS — *Student Lead and XR Developer*

JANUARY 2021 - PRESENT

- Led design meetings and finalized a design proposal that was accepted by NASA
- Developed navigation features for large Unity C# project with legacy code
- Implemented experimental packages like the Mixed Reality Toolkit
- Led weekly Agile meetings to clear roadblocks and add clarity
- Presented AR prototypes to NASA at the Johnson Space Center

Dino Wars — *Lead Developer*

NOVEMBER - DECEMBER 2021

- Collaboratively designed all major mechanics for the game with a small team
- Triaged and crunched effectively to deliver a finished product on time
- Learned and implemented the PUN package within a tight window

Education:

Boise State University — *Games, Interactive Media, and Mobile (GIMM) major; Computer Science minor, Business Fundamentals Certificate*

AUGUST 2018 - MAY 2023 (est.)

Relevant Work Experience:

Boise State University — *Peer mentor, Summer Researcher | Boise, ID*

AUGUST 2020 - DECEMBER 2020

- Demonstrated live lessons on Object Oriented Principles in JavaScript
- Built and maintained a virtual environment for peer mentoring during a pandemic
- Implemented Ardity package to control proprietary hardware via Unity

Nerdy Dragon — *UX + UI Design | Boise, ID*

JUNE 2017 - OCTOBER 2018

- Met with clients to assess design needs and features for mobile applications
- Put together UI mockups in real-time for in-person clients in Adobe Illustrator