Akiah Tullis – Senior Test Engineer

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Experience

2024-2025   **Senior Test Engineer** at Lionbridge Games

- Supported 3 live releases of Neon Machine's FPS "Shrapnel"
- Coded Python "heatmap" visualizer for 13k game events with filtering
- Supported 50+ studio playtests: managing AWS server fleets, initiating Jenkins build processes, and following up on discovered issues
- Wrote or Maintained 107 pages of Confluence documentation
- Created a basic Automated Testing Suite in Unreal Engine C++
- Managed 20+ game testers in their responsibilities
- Created 7 excel workbooks to gather and visualize data for devs

2023-2024   **Game Testing Associate** at Lionbridge Games

- Rescued one public release with preemptive measures and timely action
- Top performer on my project–reported 365 issues in 8 months
- Onboarded 10 other Game Testers

2022-2023   **Software Engineering Consultant** while Self Employed

- Coded a web application in Python

2019-2021   **Team Lead** at Boise State University NASA SUITs Challenge Team

- Primary C# dev for a networked Mixed Reality application in Unity3D
- Managed a cross-functional team in an Agile environment
- Presented research findings to NASA at the Johnson Space Center

Education

B.S. in Games, Interactive Media, and Mobile Development *from Boise State University*

Credential of Readiness *from Harvard Business School Online*