

# Akiah Tullis

*XR Developer | Unity3D + C#*

Email – [akiahtullis@u.boisestate.edu](mailto:akiahtullis@u.boisestate.edu)  
Linkedin – [linkedin.com/in/atullis](https://www.linkedin.com/in/atullis)  
Website – [atullis.com](https://atullis.com)

## Education:

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

AUGUST 2018 - DECEMBER 2022 (est.)

## Top Projects:

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

JANUARY 2021 - PRESENT

- Served as Student lead for multi-feature project with a team of about ten members
- Personally implemented a navigation feature from concept to execution
- Organized and submitted an accepted research proposal to NASA
- Built to a Microsoft Hololens 2

**Dino Wars** — *Lead Developer*

NOVEMBER 2021

- Wrote around 800 lines of C# code in two weeks
- Implemented networked physics with the Photon Unity package
- Designed and implemented a variety of systems to deliver a completed minigame

## Work Experience:

**Boise State University** — *Peer Mentor | Boise, ID*

AUGUST 2020- DECEMBER 2020

- Initiated and Maintained a Peer Mentoring Virtual Environment during a pandemic.
- Helped students understand OOP principles and interactive JavaScript.
- Created JavaScript tutorials and demonstrated them live

**Boise State University** — *VARScint Undergrad Researcher | Boise, ID*

JUNE 2020 - AUGUST 2020

- Wrote Arduino code to manage a proprietary electric micropump
- Wrote documentation to help future developers
- Presented findings to non-technical stakeholders

**Nerdy Dragon** — *UI designer | Boise, ID*

OCTOBER 2017- OCTOBER 2018

- Met with clients to assess design needs for mobile apps
- Designed UI mockups in real time in front of clients