

Akiah Tullis

XR Developer | Unity3D + C#

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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

- Implemented networked physics with the Photon Unity package
- Designed and implemented several systems to deliver a completed minigame

Work Experience:

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

AUGUST 2020- DECEMBER 2020

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

Boise State University — *VARScnt 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*

JUNE 2017- MARCH 2018

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