

Wyatt Mullani

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Education

Pursuing a Bachelor of Science in Games, Interactive Media and Mobile Technology (GIMM)

Boise State University, Boise, ID

August 2022 – Present (Expected graduation: May 2026)

Cumulative GPA: 3.74

Experience

Projects

GIMM 350: Co-op Game

Fall 2024

With a team of 4 students, we created a 3D Unity game utilizing local multiplayer. We designed one level of a puzzle game in which two players utilize unique abilities to help each other reach the end of the level, using C# for the game mechanics and Autodesk Maya for custom models.

GIMM 260: Mobile Data Narrative Website

Fall 2024

The task for this project was to create a mobile-friendly website that effectively communicated data. HTML, JavaScript, CSS and libraries like Bootstrap were all used for the development of a website with a professional look that would hold up on mobile devices with smaller screens.

GIMM 250: UX Redesign

Spring 2024

In this project I redesigned the Nintendo Switch interface to be more user friendly. This project included the entire low fidelity to high fidelity workflow including multiple iterations based on separate rounds of user research, with the final redesign done entirely within photoshop.

GIMM 200: Interactive Comic

Spring 2024

I was the lead artist for an interactive comic which was assembled in unity and interspersed with 2D minigames to teach the user about quantum mechanics.