

# Alan Michael Tucker

Email: [alanmtuckerxr@gmail.com](mailto:alanmtuckerxr@gmail.com) | Portfolio: [alanmtucker.com](http://alanmtucker.com) | LinkedIn: [www.linkedin.com/in/alanmtucker](http://www.linkedin.com/in/alanmtucker)

---

## Experience

### Teaching Assistant - Game Programming | Iowa State University 1/25 - Present

- Supporting instruction on advanced game design such as Pathfinding and AI.
- Teaching students the basics of C# game development using the MonoGame framework.
- Lecturing on advanced AI in Unity including behavior trees, goal oriented planning, and FSM.

### Lead Unity Developer | Net VR Theatre (contract) 9/23 - 2/24

- Managed a small team of developers to create an online VR chat game.
- Built a new project pipeline utilizing Unity Gaming Services.
- Set up dedicated server hosting using Multiplay.

### Unity Developer | VictoryXR (internship) 10/22 - 2/23

- Developed an XR Rig in Unity that allowed players to customize their avatar.
- Designed and developed an educational experience for students to learn robotics.
- Designed an interactive physics simulator to teach students about physics.

### Project Manager | GIMM WORKS 3/22 - 5/23

- Designed an educational, augmented reality human rights application for iOS ([in the news](#)).
- Coordinated community events to showcase the application to key stakeholders in Boise.
- Leverages the augmented reality capabilities of Swift using XCode.

### Lead Developer | BRAIN HEALTH: VR-Scent for Alzheimer's Detection 8/21 - 5/23

- Led an interdisciplinary development team on a virtual reality olfactory application.
- Found creative solutions to technical challenges in order to develop a dementia diagnosis tool.
- Coordinated meetings and created presentations to ensure communication across teams.

### User Experience Design | Blue Cross of Idaho (internship) 1/21 - 8/21

- Created accessible pathways (journey maps) for clients to receive healthcare.
- Developed responsive web designs in Adobe XD and Adobe Photoshop.

## Education

### M.S. Human Computer Interaction | Iowa State University 8/24 - Present

- Developing an online virtual reality politics game for students to understand local government.

### M.A. Anthropology | Iowa State University 8/24 - Present

- Using qualitative research methods to understand complex social phenomena.

### B.S. Games, Interactive Media, & Mobile | Boise State University 8/19 - 5/23

- Developed a myriad of educational VR and AR games.

## Skills

C# | Netcode | Game AI | Unity Gaming Services | UX Research | VR/AR | Teaching | Communication