

ASH TARSILLI

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Producer and Game Designer experienced in coordinating cross-disciplinary teams, managing stakeholders, and delivering polished user experiences. Supported by several years of game design practice and specialised mentorship in leadership and production. Skilled in SCRUM, Jira, GitHub, Unity, Unreal Engine, and Microsoft/Google Suites.

EDUCATION

Bachelor of Games and Interactive Environments, Queensland University of Technology

Major: Game Design | Minor: Scriptwriting for Interactive Environments

Feb 2024 – Nov 2026

- 6.85 GPA / 7
 - Women in STEM Scholarship recipient
 - Executive Deans' Commendations for Academic Excellence (all semesters)
 - Faculty of Science Deans' Scholars Program and College of Excellence Member
 - Featured in QUT Games Degree marketing material (testimonial published on website)
 - Active member of the Game Development Club
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HIGHLIGHTS

Faculty of Science Deans' Scholars Program

Feb 2026 - Present

- Selected as part of a ~40-student cohort focused on developing future industry leaders
- Completed a 3-day leadership intensive with Grey Matta Solutions
- Facilitated mentorship with Screen Queensland's Senior Games Coordinator

Peer Mentor, Queensland University of Technology

Feb 2026 - Present

- Mentored students in two Game Studio units, providing feedback on their games and production skills
- Educated students on production practices, including SCRUM and Kanban project management concepts
- Acted as deep playtesters on students' games, providing extensive design feedback

Games Panel – QUT Open Day

July 2026

- Participated in a Q&A Panel for perspective students
 - Staffed the Games Degree Tent, providing personalised guidance on study pathways and industry entry
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FEATURED PROJECTS

‘Undelivered’ - Game Made in Partnership with PlaySide Studios

Producer, Game Designer | Feb 2026 – Nov 2026

- Led an 8-person team through a 26-week production cycle under PlaySide mentorship
- **Production:** SCRUM mastering, roadmap creation, sprint planning, stakeholder communication, scope monitoring, project tracking, pitching, Steam release
- **Design:** Level design, environmental set dressing, narrative & dialogue design

‘Aurora Artistry’ – Digital Experience Made in Partnership with QAGOMA

Producer, Web Developer, Designer | Jul 2025 – Nov 2025

- Produced a 4-person team delivering an artistic, game-like digital experience with integrated live website
- Pitched concept to industry partners, receiving highly positive feedback
- **Skills:** Sprint planning, stakeholder communication, player experience design, project management, pitching, HTML/CSS web development

SHOWCASES

QUT Open Day 2026

Pantry Panic | VR Game

Griffith Experimental Game Design Conference 2025

Aurora Artistry | Digital Experience

Games & IT Capstone Showcase 2025

Aurora Artistry | Digital Experience

QUT Immersive Festival 2025

Cult of the Devourer | PC Game

WORK EXPERIENCE

Sales Associate, EB Games

Oct 2023 - Present

- Prioritised customer satisfaction through quick assessment of customer needs
- Maintained extensive knowledge of current game releases, trends, and industry news
- Collaborated with a small team to meet KPIs set by management

Shift Leader, Ben & Jerry’s

Mar 2021 – Feb 2023

- Managed a team in a fast-paced, high-pressure environment
- Handled customer complaints and service recovery to maintain positive experiences
- Provided constructive feedback and coaching to team members

References available upon request