

# Ashleigh Rose Amrine

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**SUMMARY** Software Engineer and Designer passionate about making fun games. Gameplay Engineer for the virtual world MMOG Kaneva as well as the Content Coordinator and Design Track Lead for the Southern Interactive Entertainment & Games Expo (SIEGE).

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**EXPERIENCE** **Software Engineer** July 2014 – Present  
**Kaneva, LLC, Atlanta, GA**

- *Game Programming:* Part of a team responsible for scripting a Lua-based game development environment built on top of Kaneva's core C++ platform engine. Projects include a quest system, vendor system, and environment system containing weather and day / night cycles.
- *Design:* Design of game features alongside the art team and producers.

**Mobile Developer** 2013 – 2014  
**Georgia Southern University, Statesboro, GA**

- *Android Programming:* Sole developer for the enterprise mobile application Georgia Historical Markers using jQuery Mobile and native Java. Launched to the Google Play Store.
- *Web Programming:* Part of a team responsible for redesigning the student facing university portal, [my.georgiasouthern.edu](http://my.georgiasouthern.edu).

**Personal Projects** 2012 – Present

- *Game Over Ever After:* Programmer and Designer for a RTS-style game at the GGJ '15 developed in Unreal Engine 4.
- *Greensburg Game:* Project Lead, Programmer, and Designer for an in browser 3D learning game suite including teacher facing statistics tracking. Senior capstone project developed in Unity 4.
- *Xork:* Sole Programmer for a Zork inspired text-based fighter using semaphore fighting mechanics including predictive attacks and statistics tracking. Developed using C++.
- *In-flew-enza:* Programmer, Designer, and Environment Artist for a virtual reality detective-style game at the CDC Games for Health Jam '13. Developed in Unity 4 for the Oculus Rift.
- *Braghore's Bastard Sword:* Project Lead, Programmer, Designer, and Artist on a shop management sim built in Java using over 7 object oriented design patterns.

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**EDUCATION** **B.S. in Computer Science** 2014  
**Georgia Southern University, Statesboro, GA**

- *Major GPA:* 3.85; Upsilon Pi Epsilon and Dean's List recipient
- *Activities:* Vice President of the Aurora Game Development Club, Global Game Jam, CDC Games for Health Jam
- *Selected Coursework:* Computer Graphics, Human Computer Interaction, Game Programming, Algorithm Design and Analysis

**A.A. in Art** 2011  
**Gainesville State College, Athens, GA**

- *Major GPA:* 3.8
- *Activities:* Founder and President of the Fine Arts Club

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**SKILLS** **Programming Languages**

- *Proficient:* Lua, Java, JavaScript, C#, HTML/CSS/XML
- *Familiar:* C/C++, Python, SQL/MySQL

**Software**

- *Proficient:* Unity 4, TFS, Microsoft Office Suite
- *Familiar:* Unreal Engine 4, Visual Studio, Blender, Adobe Suite