

# Ashleigh Amrine

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**SUMMARY** Experienced Programmer currently developing for the game *Firefall* at Red 5 Studios. Content Coordinator and Design Track Lead for the Southern Interactive Entertainment and Games Expo (SIEGE).

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**EXPERIENCE** **UI Programmer** July 2015 – Present

**Red 5 Studios, Irvine, CA**

- Launched and supported the Chinese-localized release of *Firefall*, a massively-multiplayer open-world shooter for the PC platform.
- Implemented new Lua-based UI features, such as PvP HUD and Tinkering System overhaul.
- Improved C++-based widget functionality, resolved UI aspect ratio responsiveness and performance, and refactored PvP Libraries to increase UI programmer efficiency.

**Software Engineer**

July 2014 – July 2015

**Kaneva, LLC, Atlanta, GA**

- Improved environment system allowing users to adjust lighting and fog settings; including customizable day/night cycles.
- Developed Lua-based quest and vendor systems for use by players to build out their virtual worlds' game content; including scheduled crafting cycles, customizable quest trees, and meta currency trading.

**Mobile Developer**

2013 – 2014

**Georgia Southern University, Statesboro, GA**

- Designed, developed, and launched *Georgia Historical Markers*, an enterprise mobile application initiative of the Governor's Office of the State of Georgia, using jQuery Mobile and native Java on the Google Play Store.
- Responsible for integrating coursework management tools into the redesigned student facing university portal, my.georgiasouthern.edu, allowing students to quickly view pertinent information.

**Personal Projects**

- *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.
- *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.

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**EDUCATION** **B.S. in Computer Science** 2014

**Georgia Southern University, Statesboro, GA**

- *Major GPA*: 3.85; Upsilon Pi Epsilon member and Dean's List recipient
- *Activities*: Vice President of the Aurora Game Development Club, Global Game Jam, and 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

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**SKILLS** **Programming Languages** **Software**

Lua, C++, Java, JavaScript, C#      Unity 4, SVN, TFS, Visual Studio, Unreal Engine 4