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).

EXPERIENCE

Software Engineer
July 2015 – Present

Red 5 Studios, *Irvine, CA*

- Improved C++-based widget functionality and refactored PvP Libraries to increase UI programmer efficiency.
- Launched and supported the Chinese localized release of *Firefall*, a massively-multiplayer open-world shooter for the PC platform.
- Implemented and refactored new Lua-based systems, such as PvP HUD and Tinkering System overhaul.
- Facilitated development on other core systems, including AI and PvP Encounters.

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, compass tracking system, 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.

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

SKILLS

Programming Languages	**Software**
Lua, C++, Java, JavaScript, C#	Unity 4, SVN, TFS, Visual Studio, Unreal Engine 4