

Asher Tuggle

ashertuggle@gmail.com | 719-201-4802





My Skills

I WRITE IN TypeScript, JavaScript, C#/.NET, Go, CSS

I BUILD WITH React, Unity, GitHub Actions, Jest, Docker, Terraform

I HAVE ALSO USED Node.js, PostgreSQL, Cypress, GitLab Pipelines, AWS, GCP, Python, jQuery, C++, Apex

I AM TRAINED IN Agile, SAFe, pair programming, test-driven development, CI/CD

My Experience

Senior Client Engineer | Dire Wolf Digital | 4/2023-4/Current

 Building the player interface and experience for digital board games including Dune: Imperium, Munchkin, and Everdell

Software Engineer | Cast.app | 4/2021-4/2023

- Transformed the Cast Designer web application from a rough internal tool into a smooth customer-facing experience with React and TypeScript
- O Led the development team by setting architecture direction, performing code reviews, implementing DevOps tooling, and interviewing new candidates

Solutions Engineering Developer | Compassion International | 8/2018-4/2021

- Maintained and developed new functionality for Compassion's sponsor-beneficiary communications systems with React, Salesforce, and Go microservices
- O Utilized pair programming and test-driven development techniques as part of a SAFe Agile team

Unity and .NET Engineer | One Sphera, Inc. | 2/2017-7/2018

- Built One Sphera's connection platform and applications in Unity and C#
- Developed and maintained One Sphera's API and databases with ASP.NET, AWS, and PostgreSQL

Game Programmer | Rabid Troll Studios, LLC. | 2/2016-1/2017

- O Led a 3-person AI sub-team within the 24-person development team
- Developed procedural world generation and AI systems for the company's game, Dwindle, in Unity and C#

Intern | Altia, Inc. | 5/2015-8/2015

- Transformed requirements for Altia's HMI test suites from XML into an SQLite database with C# and C++
- Improved the performance of Altia's internal testing website with Python and jQuery

My Education

University of Colorado Colorado Springs | 8/2012-5/2017

Bachelor of Innovation in Game Design and Development