Asher Pinson is a game programmer who ensures that the code produced not only meets the needs specified, but that it also is efficient and works smoothly for the user.

Asher is a Computer Game Design major at George Mason University with a focus on game programming. He has experience working with teams of many different sizes and team members of a broad range of experience levels. He works to help them optimize their code and use best practices in order to ensure that their code is as performant and clean as possible. Games he has created with teams include *Starbot Showdown* and *The Cleaner*.

Occasionally, Asher can even squeeze in time to play games he's not currently developing. These include *Metal Gear Solid*, *Fantasy Zone*, *Rocket League*, and *Pokémon Mystery Dungeon*.

You can contact Asher at ashpinson@gmail.com, or visit https://superspacehero.com to view his portfolio.