

Asher Pinson

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Seeking a Unity programming role. Have over three years of training in help-desk and computer repair roles. Works easily with people of all diversities and gets along with almost everyone. You can find my portfolio at <https://superspacehero.com/>

TECHNICAL SKILLS

- Well-experienced with Unity, C# and Mecanim animation, experienced with C++ and Unreal Engine's Blueprints, and 10 years experience with GameMaker up to GameMaker: Studio 2
- Experienced with Visual Studio, Git, and JetBrains Rider
- Well-experienced with 3D modeling and animation programs, including Blender, 3DS Max, and Spine
- 15+ year user of image software, including Adobe Photoshop and Illustrator, Krita, and GIMP
- Experienced user of Microsoft Office and Google Docs

PROJECTS

- [Winder Walkers \(Unity, PC\)](#) - 2020, Head Programmer
 - **Info:** A puzzle game made for a game jam in which two wind-up characters must work together to solve puzzles and reach the goal without running out of energy.
- [Starbot Showdown \(Unity, PC\)](#) - 2020, Head Programmer
 - **Info:** A Bomberman-inspired arcade game in development alongside a team of 30+ Game Design students.
- [The Cleaner \(Unity, PC\)](#) - 2019, Head Programmer
 - **Info:** A side-scrolling adventure game featuring action-oriented, turn-based battles akin to the *Paper Mario* series. Developed by a team of 3 in a month.

WORK EXPERIENCE

George Mason University, Fairfax, VA, 01/17 - 09/17

- Provided help desk support to teachers and administrators.
- Installed, repaired, and replaced computers and printers for offices and classrooms.
- Monitored remote classroom sessions to make sure professors' equipment worked properly.

Bits & Bytes Computer Repair, Bedford, VA, 08/14 - 05/15 and 08/15 - 05/16

- Part of an off-campus Computer Systems program.
- Ran a computer repair shop, repairing twenty computers on average a week.
- Refurbished sixty donated laptop and desktop computers in 2015 for a special program which gave the then like-new computers to needy students.