

## Taggart Ashby

(916) 949-4933

[tgashby@calpoly.edu](mailto:tgashby@calpoly.edu)

<http://tgashbygames.com>

<http://github.com/tgashby/>

### Technical Expertise:

(Listed in no particular order)

Beginner: Lua, Python, Racket, Ruby, Rails, gcc/g++

Intermediate: Javascript, PHP, Visual Studio 2010, Xcode 3/4, Unix commands

Advanced: C++, C, Java

### Individual/Team Projects:

- **Goomba, a Javascript Game Engine (2012):** Javascript  
Wrote a relatively simple Javascript game engine. It is Entity and Component based and has clean syntax for creating games. It was heavily influenced by CraftyJS, so I can't take full credit. I made changes though that made it feel more straightforward.  
<https://github.com/tgashby/Goomba>
- **Star Republic (2012):** C++, OpenGL, 3D, team of 6 students over the course of two quarters (6 months)  
Space shooter in the style of Star Fox, confined to a plane with limited movement left and right. Taught me a lot about 3D games.  
<https://github.com/tgashby/Star-Republic>
- **Time Slayer (2011):** Lua, Love (<http://love2d.org>), team of 6 with only 48 hours.  
2D, Platformer. Unfinished but still playable.  
<http://globalgamejam.org/2011/time-slayer>
- **Cargo Nightmare (2011):** C++, SDL 1.2, Individual project with art from a friend.  
2D, 5 minute, Third-person shooter. Various enemies appear from all around the player and have varying abilities. I learned about C++ and more about game development.  
<https://github.com/tgashby/CargoNightmare>
- **Sandstorms (2012):** C++/Lua, SDL 2.0, Individual project with art from a friend.  
2D, Platformer. Basic platformer, nothing too fancy. Wrote my own engine, complete with scripting. Enemies scripted with Lua.  
<http://github.com/tgashby/TGAEngine>  
<http://github.com/tgashby/Sandstorms>

### Clubs/Activities:

President, Cal Poly Game Development (cpgd.org)

CPGD is a fairly new club, founded in 2009, but since then we've grown by leaps and bounds. We hold events to engender creativity and passion for games and have industry professionals give talks.

Student Volunteer, Lego Robotics Mentoring

Once a week during the school-year several friends and I go to a local elementary school and teach an after-school Lego Mindstorms "class". It's all hands-on and revolves around a big event at the end of the year.

**Professional Experience:**

Shopatron – Software Engineering Intern, October 2011 – March 2012

Work in the Client Services department, fixing or adding to existing websites. Worked on a Click For Call feature using IVR and a phone API.

Computer Presentation Systems – Junior Programmer/Analyst, Summer 2008

Created images in Photoshop and turned them into presentations using MySQL databases and tools. Designed and implemented many of the pages for a potential SalesTouch presentation.

(<http://www.cpsusa.com/sales-and-marketing/salestouch>)

**Relevant Coursework:**

- **Accelerated Introduction to Computer Science:** Java/C, Data Structures, Algorithms
- **Algorithms and Analysis**
- **Calculus I/II/III**
- **Fundamentals of Computer Science III:** Java, Data Structures, Algorithms
- **Introduction to Computer Architecture:** Assembly/C, Pointers, C programming
- **Personal Software Process**
- **Physics I/II/III**
- **Public Speaking:** Fundamentals of communication
- **Software Engineering I/II:** Project Manager, Java, Teamwork, Software Engineering Fundamentals
- **Technical Writing for Engineers:** Memos, Proposals, Intra-office communication
- **Real-Time 3D Computer Graphics Software:** Made a game with a team of other students, I was the Project Manager. Worked on the Gameplay portion of the code, Graphics isn't where my passion lies.
- **Individual Software Design and Development:** Deemed the most intense programming course we have, elective. Wrote a physics engine in C++

**Education:**

California Polytechnic State University, San Luis Obispo, CA

Blended B.S. + M.S. Computer Science

Expected Graduation Date: June 2014, with an M.S. in Computer Science

GPA: 3.38

Golden Key Honor Society Member since 2011