

Taggart Ashby

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Professional Experience

Micron Technology

IT & R&D Engineer (aka Software Engineer)

July 2017 - Current

- Migration of application platform from Perl, PHP, MySQL to Typescript (Angular 8+), REST apis in C# (.NET Core) and Django, and Azure Cloud Services for SQL, storage, and security
- Lead Engineer for Wafer Inspection Application providing architectural designs and overseeing implementation decisions for a four person development team. Additional roles include image processing, cloud integration, Micron central library deployment
- Worked with PO and end customers to understand requirements, assess value, and prioritize deliverables
- Projects Highlights
 - Reticle Corrections Tool Integration. Integrated reticle correction tool reducing human error and improving yield on NAND and DRAM lines by 11.4 %
 - Rearchitected legacy application to reduce incident report by 98%, increased application uptime and availability by over 500X

NeonMob

Transition Lead

August 2016 - April 2017

- Sole point of contact for knowledge transfer of code base to an overseas team.
- Met with an overseas team to answer questions and help them understand the NeonMob codebase so they could deliver new features ASAP.

Software Engineer

June 2015 - August 2016

- Python (Django, DRF), Javascript (Angular.js, Node.js), Swift (iOS)
 - Able to ship code on an entirely new stack within one week
- Worked on Website and iOS App
- Scrum Master
 - Kept meetings timely and coordinated
- Full Stack, one of three full-stack engineers
- Implemented several large features from inception to completion
 - Worked closely with designer, CEO, other engineers to be engineering and product management
- Community point of contact for the engineering team through emails and facebook groups

Zynga

Software Engineer, Zynga Poker

Aug 2014 - May 2015 (Company-wide layoffs)

- ActionScript, PHP, Javascript
- Wrote code that was used by millions of players
- Implemented new features, primarily for Poker Leagues
- Fixed existing bugs
- Contributed substantial front and backend code to a major unreleased new feature

Software Engineering Intern, Chefville

June 2013 - August 2013

- ActionScript, PHP, Ruby
- Worked heavily with artists and designers on internal content tools to turn concept into code

Education

M.S. & B.S. Computer Science, Graduated June 2014
California Polytechnic State University, San Luis Obispo, CA
GPA: 3.6

Individual/Team Game Projects

- Adrenaline Rush, <http://globalgamejam.org/2013/adrenaline-rush-1> Global Game Jam 2013
- Lua, Love2D, 4 person team
 - Top-down dungeon-crawler style game that requires constant movement
- Sandstorms, <http://github.com/tgashby/Sandstorms> 2012
- C++, SDL 2.0, one artist and myself
 - Wrote my own game engine, <http://github.com/tgashby/TGAEngine>
 - 2D platformer
- Star Republic (School Project), <https://github.com/tgashby/Star-Republic> 2012
- C++, OpenGL, team of 6 students over the course of two quarters (6 months)
 - Space shooter in the style of Star Fox

Clubs/Activities

- Cal Poly Game Development (cpgd.org) 2010 – 2013
- President (2011, 2012)
- CPGD was founded in 2009
 - Grew the the club from a few members to over 50 with the help of other officers
 - Held events to engender passion for games and had industry professionals give talks
 - Hosted the yearly Global Game Jam site on campus
- Lego Robotics Mentoring 2010 – 2014
- Student Volunteer
- Went to a local elementary school once a week to teach a Lego Mindstorms class
 - Hands-on class which revolved around a big competition at the end of the year

Misc Interests / Hobbies

Aviation (I have a pilot's license), competitive marksmanship, RC airplanes