

**Taggart Ashby**  
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## Technical Expertise:

Language/Tech	Experience Level	Last Used
C++	Advanced	< 1 month ago
Java	Advanced	< 1 month ago
C	Advanced	< 1 month ago
PHP	Intermediate	< 1 month ago
Lua	Beginner	< 2 months ago
Ruby	Beginner	< 1 year ago
Racket	Beginner	< 1 month ago
Visual Studio	Intermediate	< 1 month ago
Xcode 4	Intermediate	< 1 month ago
gcc/g++	Beginner/Intermediate	< 1 month ago

## Individual/Team Projects:

- **Dark Rain V1 (2007):** Java, jUnit GUI, Team project  
2D, never-ending, point-and-click game. Aliens drop from the top of the screen with varying “abilities” (speed, health, size). The player simply points and clicks on the aliens to destroy them. Basic scoreboard, basic artwork. I learned about GUIs, I/O, game loops, difficulty scaling, and how to make a game “fun”.
- **Dark Rain V2 (2008):** Java, jME (Java Monkey Engine), Individual project with the help of outside modelers and animators  
3D, never-ending, FPS. Aliens appear at intervals while the player runs around the map. They seek out and float toward the player. I learned about animation, 3D collision detection, sound effects, music, level design, and physics.
- **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. It taught me more about all the necessary components to making a game, as SDL is much less of a library than jME.  
Available at <http://www.tgashbygames.com/cargonightmare/>
- **Time Slayer (2011):** Lua, Love (<http://love2d.org>), team of 6 with only 48 hours.  
2D, Platformer. Unfinished but still playable.  
Available at: <http://globalgamejam.org/2011/time-slayer>
- **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, confined to a plane with limited movement left and right.  
Work in progress, but soon to be complete. Available upon request.

## Club 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.

## Professional Experience:

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>)

Shopatron – Software Engineering Intern, October 2011 – Present

Work in the Client Services department, fixing or adding to existing websites.

## 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
- **Introduction to Computer Graphics**
- **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 exactly where my passion lies.

## 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: 3.514

Golden Key Honor Society Member since 2011