



Ashley Godbold

ashleygodbold.com || aegodbold@gmail.com || 843-513-7018 || Minneapolis, MN

Education

Colorado Technical University || Doctorate of Computer Science in Emerging Media || September 2016 || GPA 3.82/4.0

Dissertation title: Aesthetic Elements of Effective Educational Video Game Design: Effects on Engagement, Motivation, Knowledge, and Recall

The Art Institute of Pittsburgh Online || Bachelor of Science in Video Game Art and Design || February 2014 || GPA 3.87/4.0

College of Charleston || Master of Science in Mathematics || December 2008 || GPA 3.55/4.0

Francis Marion University || Bachelor of Science in Mathematics || August 2006 || GPA 3.81/4.0

Experience

Target || **Engineer/Software Engineering Coach in the Dojo** || **October 2018-Present**

- Delivering presentations, facilitating workshops, and coaching teams.
- Developing learning material to be used by myself and other coaches during presentations, workshops, and other coaching interactions. Topics include but are not limited to: RESTful API development in Java (Spring Boot) and Python (Flask); implementing a CI/CD pipeline through the use of recommended technology; testing a React app with Cypress; Machine Learning; and operating distributed systems.

Southern New Hampshire University || **Adjunct Faculty Member** || **January 2020-Present**

- Teaching online courses in Information Technology and Digital Game (Unreal), Mobile Architecture & Programming (Android Studio/Java), and User-Centered Systems Design and Evaluation.

Parker University || **Computer Information Systems Adjunct Instructor** || **January 2020-Present**

- Teaching courses in Fundamentals of Computer Information Systems, Computer Programming I (Java), Fundamentals of Network Systems, and Systems Analysis & Design.

Unity Technologies || **Subject Matter Expert (Contract)** || **December 2019-Present**

- Assisting with the creation of the Unity Certified Expert Programmer exam and Unity Certified Associate Programmer exam.
- Developing curriculum and training material for the Unity Certified Instructor Training Bootcamp and Unity Certified Programmer Workshop.

Mouse Potato Games || **Founder/CEO, Lead Programmer and Developer** || **September 2013-Present**

- Programming all aspects of the mobile games in C#.
- Creating 2D art and animations in Adobe Illustrator, Adobe Photoshop, and Adobe Flash.
- Shipped titles on Wii U, iOS, and Android.

The Art Institute of Pittsburgh Online Division || **Game Art and Design Adjunct Instructor** || **October 2016-March 2019**

- Taught courses in Introduction to Game Development, Advanced Game Prototyping, 3D Scripting, Team Production I, Team Production II, Team Production III, Interactive Game Prototyping, and Mobile & Social Game Design.

ADX Labs (GameSmart Division) || **Senior Game Develop/Development Manager** || **August 2016-September 2018**

- Managed the development team.
- Created and programmed games in various engines including: Unity (C#), Phaser (JavaScript ES6), GameMaker, Construct 2, and Superpowers (TypeScript).
- Worked as the sole programmer on 12 game titles.

Minnesota School of Business-Richfield || **Lead Game and Application Development Instructor** || **March 2014-September 2016**

- Taught the following game and application development courses: animation software tools (Adobe Flash/ActionScript 3.0), game project I (Unity3D/C#), animation fundamentals (Autodesk 3ds Max), lighting and textures (Autodesk 3ds Max/Photoshop), computer graphics (Three.js), software engineering for portables, three-dimensional characters, and gaming worlds and culture.
- Taught mathematics courses in college algebra I and II, statistics, and introduction to decision systems.



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Rasmussen College, Online || Game and Simulation Programming Adjunct Instructor || January 2015-June 2015

- Taught courses in Fundamentals of Game Development I.

Brown College, Mendota Heights || Mathematics Adjunct Instructor || December 2013-March 2014

- Taught courses in statistics and college algebra.

Brown College, Brooklyn Center || Mathematics Adjunct Instructor || August 2013-January 2014

- Taught courses in Basic Mathematics II.

Activision || QA Tester || June 2013-July 2013

- Tested Angry Birds: Star Wars for the PS3, Xbox 360, Vita, Wii U, and 3DS.
- Credited as QA tester on all console versions of the game.

Herzing University || General Education Department Chair and Assistant Professor of Mathematics || November 2012-April 2013

- Managed general education faculty.
- Taught courses in statistics, developmental math, and student success skills.

Brown College, Mendota Heights || Mathematics Adjunct Instructor || May 2012-November 2012

- Taught courses in college algebra and statistics.
- Assisted students in the tutoring center.

The Art Institute International Minnesota || Mathematics Adjunct Instructor || January 2012-June 2012

- Taught courses in college math and transitional math.
- Assisted students in the learning center.

Rasmussen College-Saint Cloud || Mathematics Adjunct Instructor || January 2012-March 2012

- Taught courses in college algebra and foundations in mathematics.
- Assisted students in the learning center.

The Art Institute of Charleston || Full-time Mathematics Instructor || January 2009-January 2012

- Taught courses in beginning algebra, ideas in mathematics, geometry, and statistics.

College of Charleston || Mathematics Adjunct Instructor || August 2008-December 2009

- Taught courses in statistics and probability, contemporary mathematics with modern applications, and calculus for business and social sciences.
- Worked as a tutor in the Math Lab to assist students in subjects ranging from algebra to calculus.

ECPI College of Technology-North Charleston || Mathematics Adjunct Instructor || January 2009-June 2009

- Taught courses in college algebra, finite mathematics, and introduction to mathematics/beginning algebra.
- Created a test out for the college algebra class.
- Participated during an Open House.

Trident Technical College || Mathematics Adjunct Instructor || March 2009-May 2009

- Taught a course in probability and statistics.

Publications

- **Mastering Unity UI Development || Packt Publishing || April 2018**
- **2D Game Programming in Unity [Video] || Packt Publishing || August 2017**
- **Getting Started with Unity 2D Game Development [Video] || Packt Publishing || January 2017**
- **Mastering Unity 2D Game Development (Second Edition) || Packt Publishing || November 2016**



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Workshops and Panels Presented

GlitchCon 2016 || Panel Host || April 30, 2016

- Hosted the panel Gender vs. Gaming: A Discussion

Twin Cities Geekettes || International Women's Day Celebration-Speaker || March 15, 2016

- Hosted a the panel Gender vs. Gaming: A Discussion

Glitch Gaming || Unity Workshop Presenter || December 5-6, 2014

- Developed the endless runner game Zombie PogoGo to teach basic game development in Unity 4.6 for a two-day workshop.

Training and Workshops Attended

Oculus Launch Pad 2017 || Participant || June 2017-December 2017

- Attended a two-day boot camp to learn about VR development at Facebook/Oculus HQ in Menlo Park.
- Submitted a VR prototype at the end of the term in which I developed the game's UI system.