



# Ashley Godbold

ashleygodbold.com || aegodbold@hotmail.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

**Columbia College Chicago** || Adjunct Faculty Member || August 2020-Present

- Teaching an online graduate course in Prototyping.

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

- Teaching online courses in: Information Technology and Digital Game (Unreal); Game Experiential Learning; Mobile Architecture & Programming (Android Studio/Java); User-Centered Systems Design and Evaluation; and Emerging Technologies and Big Data.

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

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

**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.
- Developed a standardized process in which the team can create and measure the success of trainings.

**Unity Technologies** || Subject Matter Expert / Unity Certified Instructor (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 Developer/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.



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## **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; College Algebra II; Statistics; and Introduction to Decision Systems.

## **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.



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## Publications

- **Mastering UI Development with Unity || 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**

## Certifications

- **Unity Certified Instructor || Unity Technologies || February 2020**
- **Unity Certified Programmer || Unity Technologies || February 2020**

## Speaking Engagements

### **Women+ in Tech Showcase || Panel Host || November 16, 2019**

- Co-presented “Our Powers Combined: Coaching through Agile and Engineering Lenses”.

### **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**

- Spoke to inspire women to have confidence to call themselves “gamers” and apply to positions in tech.

### **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.