



# Ashley Godbold

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

## Game Development Experience

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

- Programming all aspects of the games in C#.
- Managing a team of contractors, developing timelines, and assigning tasks.
- Shipped titles on Wii U, iOS, and Android.
- Barkeology (iOS) received 3 million impressions and 13.6 thousand downloads in less than 3 months after being featured in "New Games We Love" and "Today" of the App Store in over 200 countries.

### Nifty League || Senior Unity Engineer || May 2022-October 2022

- Programmed for the online multiplayer NFT game Nifty Smashers using Photon.
- Added in multiple new levels and game modes.

### Glow Up Games || Lead Unity Engineer || January 2021-May 2022

- Developed data structures and gameplay mechanics in C# for Unity games.
- Integrated PlayFab into the project.

### 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 and game designer on 12 game titles.

### 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.

## Teaching Experience

### Columbia College Chicago || Adjunct Interactive Arts and Media Instructor || August 2020-Present

- Teaching online graduate courses in Prototyping and Universal Design.
- Teaching an online undergraduate course in AI Programming (C#/Unity).

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

- Teaching online courses in: Information Technology and Digital Game (Unreal); Gameplay Systems Development (Unreal); Game Experiential Learning; Programming Languages (C++, Java, and Python), Mobile Architecture & Programming (Android Studio/Java); User-Centered Systems Design and Evaluation; Mobile App Design & Development; Emerging Technologies and Big Data; Introduction to Statistical Analysis; and Introduction to Quantitative Analysis.

### Unity Technologies || Unity Certified Instructor (Contract) || December 2019-present

- Presenting workshops to game studios in various subjects on behalf of Unity.
- Assisted with the creation of the Unity Certified Expert Programmer exam and Unity Certified Associate Programmer exam.
- Developed curriculum and training material for the Unity Certified Instructor Training Bootcamp and Unity Certified Programmer Workshop.
- Worked as the Live Learning Content Producer in which I hosted and edited videos for learn.unity.com.
- Received the Outstanding Impact on Professional Development Award 2021 from the UCI program.



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## **Augsburg University || Visiting Computer Science Instructor || February 2021-May 2022**

- Teaching courses in: Object Oriented Programming (Java); Data Structures (Java); Information Security and Assurance; and Game Programming on the Web (HTML/CSS/JavaScript).

## **Circuit Stream || Instructor (Contract) || January 2021-August 2021**

- Meeting one-on-one with students enrolled in an XR course and advising them on their project.
- Taught sections of Interaction Design & Prototyping for XR.

## **Target || Engineer/Software Engineering Coach in the Dojo || October 2018-July 2021**

- Delivered presentations, facilitated workshops, and coached teams.
- Developed learning material to be used by myself and other coaches during presentations, workshops, and other coaching interactions. Topics included but were 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.

## **Parker University || Computer Information Systems Adjunct Instructor || January 2020-April 2021**

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

## **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.

## **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.

## **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.



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## **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.

## **Colege 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 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**

### **Unity Certified Instructor Summit 2020 || Speaker || November 2020**

- Presented "A Guide to Mob Programming Remotely".

### **Women+ in Tech Showcase || Speaker || 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.



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## 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

## 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.