ASHNFARA JUDY

GAME DEVELOPER

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SUMMARY OF QUALIFICATIONS

- 12+ years of experience in the development and design of high-quality educational games across multiple platforms, from initial concept to publication and support.
- Proven ability to bridge the gap between design and development, translating complex educational objectives into engaging gameplay mechanics.
- Extensive expertise in game development, technical art, and software engineering, with a passion for advancing the role of video games in education.
- Skilled in leading teams, managing projects, and implementing agile development processes to deliver top-tier interactive learning solutions.

PROFESSIONAL EXPERIENCE

Senior Game Developer
LINCOLN LEARNING SOLUTIONS
2017 – 2024

Led the development of innovative educational games, overseeing all technical aspects from planning to publication. Spearheaded the transition to Unity in 2018, enhancing production quality and efficiency. Developed internal tools, templates, and pipelines, driving significant improvements in product value. Successfully implemented Agile methodologies, trained teams in Unity, Git, and Azure DevOps, and fostered collaboration between technical and instructional design teams.

Key Responsibilities & Achievements:

- Full-stack Unity game development and cross-platform publication.
- Designed performance optimization strategies to improve game speed and scalability across platforms.
- Developed and maintained automated production pipelines.
- Collaborated with instructional designers to align game mechanics with pedagogy
- Created automated tools that enabled educators to customize game contents.
- Led game design for new projects, integrating cutting-edge technology to enhance education, entertainment and user experience.

Web Developer
LINCOLN LEARNING SOLUTIONS
2014 – 2017

Served as the primary developer for educational games and web applications. Developed 40+ educational games using JavaScript and transitioned projects to Azure DevOps for enhanced project management and Agile workflows. Delivered over 20 interactive educational apps for the company's LCMS, consistently meeting deadlines and exceeding design and functionality expectations.

Key Responsibilities & Achievements:

- HTML5, JavaScript, and front-end development using React, Angular, and SASS.
- Designed and implemented responsive web interfaces for educational applications.
- Conducted unit testing, collaborated with QA teams, and ensured high-quality, scalable code.
- Managed database migration (MSSQL to MySQL) for several projects.
- Worked closely with the Curriculum Department to deliver educational tools aligned with learning goals.

Lead Game Developer
V-TERACTIVE
2011 – 2013

Led software development for a startup focused on educational games. Managed the end-to-end process of game development, from prototyping to final production, in collaboration with a small, agile team. Developed Questyinz, an educational game that received local recognition and was featured in libraries and schools across Pittsburgh.

Key Responsibilities & Achievements:

- Developed educational games and virtual worlds using Flash, AS3, Unity, and PHP/MySQL.
- Successfully delivered prototype games under tight deadlines.
- Led creative direction and technical design for interactive media.
- Produced the award-nominated summer reading game, Questyinz.

EDUCATION

Bachelor of Fine Arts in Graphic Design
VIRGINIA COMMONWEALTH UNIVERSITY, 2007

Game Design and Development (Ongoing Professional Development)
SELF-DIRECTED LEARNING AND COURSES

TECHNICAL SKILLS

- **Programming Languages & Frameworks:** C#, .NET, JavaScript, Typescript, HTML5, CSS3, Angular, React, PHP

- **Databases:** MySQL, MSSQL

- **Tools & Platforms:** Unity, Git, SVN, Azure DevOps, AWS, Blender, After Effects, Photoshop, Illustrator, Audacity, SoundStage

- **Operating Systems:** Linux (Arch, Ubuntu), Windows, Mac OS, Android, iOS

- **Game Engines:** Unity, Unreal (basic knowledge)

- **Other:** SASS, Unit Testing, CI/CD, Agile Development

NOTABLE PROJECTS

- **Interactive Learning Games (2017-Present):** Developed over 50 educational games and apps with an emphasis on scalable, cross-platform compatibility and performance optimization.

- **Orbit & Beyond(2021):** Managed, designed, developed and published an educational solar system simulator for web and mobile platforms. The game features customizable educational content, a 1:1 scale model of our solar system including astroids and dozens of moons, and passive education of space travel based on images and data derived from NASA and ESA.

- **Name IT (2013):** Developed and published trivia game on the Apple App Store.

- **Questyinz (2012):** An educational game featured in local libraries and schools. Nominated for regional awards.

- **Rainscape & Snowscape(2010):** Sole proprietor and creator of weather effects game development assets, published on the Unity Asset Store.