

Ashnfara Judy

Senior Game Developer

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SUMMARY

Game Developer and Technical Artist with over 15 years of professional experience in real-time 3D development, specializing in Unity-based web games and interactive applications. Adept at bridging the gap between art and engineering, with a strong background in developing scalable pipelines, optimizing performance, and creating tools that enhance artist workflows. Passionate about leveraging immersive technologies to create engaging user experiences.

CORE COMPETENCIES

- Unity (C#) Full-Stack Development
- Shader Development (Shader Graph, HLSL)
- Pipeline Architecture & Tool Development
- Cross-Platform Optimization (Web, Mobile)
- Agile Methodologies & DevOps (Azure, AWS)
- Cross-Functional Team Collaboration
- Version Control Systems (Git, SVN)
- 3D Asset Integration & Technical Artistry

PROFESSIONAL EXPERIENCE

Senior Game Developer

Lincoln Learning Solutions | 2017 – 2026

Led the transition to Unity for educational game development, creating robust pipelines and tools that streamlined content creation and deployment. Collaborated closely with designers and artists to ensure technical solutions met creative goals.

- Permanently embedded in an art and design team to envision as well as translate design concepts into working games, tools and interfaces.
- Developed and maintained Unity-based pipelines for efficient game production.
- Created custom shaders to enhance visual fidelity while maintaining performance.
- Implemented automated build systems using Azure DevOps and AWS.
- Maintained version control systems and automated build pipelines for development, testing and production.
- Provided training and support to artists on new tools and workflows.

Web/Game Developer

Lincoln Learning Solutions | 2014 – 2017

Developed interactive web applications and games, focusing on responsive design and cross-platform compatibility.

- Translated art, design and curriculum requirements into functional software and pipelines.
- Built HTML5 and JavaScript games using Angular and TypeScript.
- Collaborated with curriculum teams to integrate educational content effectively.
- Maintained and updated existing applications to improve performance and user experience.

Lead Game Developer

V-teractive | 2011 – 2013

Managed the development of client-driven educational games and virtual environments, emphasizing rapid prototyping and adaptability.

- Led the creation of the award-nominated educational game Questyinz.
- Developed games using Unity, Flash, and web technologies.
- Coordinated with clients to tailor experiences to specific educational objectives.

ACCOMPLISHMENTS

- Developed, designed and produced an ambitious to-scale 3D solar system simulation/adventure called Orbit & Beyond to both actively and passively teach students about our solar system and orbital dynamics.
- Revolutionized the technical production and production quality of Lincoln Learning Solutions educational games, with a focus on instructional design, high quality art and game design, technical art and curriculum tools and extreme optimization for low end mobile devices.
- Led the development of a summer reading game, Questyinz, for the Allegheny County Library association and Carnegie Library: focused on user engagement and teacher to student interaction.
- Created 2 of the first Unity Asset store environmental art/system assets: Rainscape and Snowscape in 2010.

EDUCATION

Virginia Commonwealth University, 2003–2007

Ongoing Professional Development

Game Design & Development (2001–Present)

TECHNICAL SKILLS

- **Languages & Tools:** C#, JavaScript, TypeScript, HTML5, CSS3, PHP, .NET, Angular, Git, Azure DevOps, AWS
- **Game Engines & Platforms:** Unity (2D/3D, URP), WebGL, iOS/Android
- **Creative & Media Tools:** Adobe CC (Photoshop, Illustrator, After Effects), Blender, Audacity, GIMP
- **Systems:** Windows, MacOS, Linux (Arch/Ubuntu), ChromeOS, Mobile (iOS/Android)