

PROFILE

Senior Unity Game Developer with 15+ years of experience and more than 40 shipped web and mobile games. Specializes in Unity, gameplay systems, technical art, and production tooling, with a proven record of transforming development pipelines by bridging cross-functional teams. Led the transition from an HTML5 game workflow to a scalable Unity production pipeline, doubling production quality and efficiency through deeper stakeholder, designer and developer collaboration and technical leadership.

PROFESSIONAL EXPERIENCE

Lincoln Learning Solutions | December 2014 – July 2026

Senior Game Developer

- Led a multidisciplinary team of six developers, defining Unity architecture, gameplay systems, and technical art workflows that doubled production quality without increasing team size.
- Developed and shipped 40+ commercial Unity and HTML5 games featuring reusable gameplay systems, animation pipelines, UI architecture, progression mechanics and performance optimization across web and mobile.
- Guided team in the adoption and application of Agile, SDLC, Scrum and Azure DevOps.
- Architected reusable gameplay framework using Scriptable Objects, event-driven systems and dependency injection, enabling rapid designer and developer iteration.
- Developed reusable designer-facing Unity editor tools that enabled rapid MVP focused production. Tool development included custom inspectors and asset pipelines.
- Collaborated daily with designers, artists, curriculum specialists, and engineers to translate gameplay concepts into scalable gameplay programming.
- Designed automated Azure and AWS CI/CD production pipeline reducing release cycles from days to hours while supporting the maintenance and deployment of 40+ shipped games.
- Optimized gameplay performance across web and mobile using profiling, rendering, and memory optimization, maintaining stable 30 FPS on low-end hardware (Chromebook Gen1).
- Designed and integrated 2D/3D assets, animation, UI, environments, and audio to rapidly prototype gameplay, establish visual direction, and support production when needed.
- AI-Assisted Development (ChatGPT, Copilot, Gemini) for rapid prototyping, debugging, documentation, code review, and workflow automation.

Web/Game Developer

- Remastered and shipped dozens of Adobe Flash games as HTML5 Canvas applications, preserving the company's game catalog following Flash's end-of-life.
- Programmed interactive front ends using Angular, React, TypeScript, JavaScript and .NET.
- Reduced game content deployment time from one week to one day by streamlining the collaboration workflow and developing an Excel to game data API.
- Front end and back end development projects, such as websites and database migration.
- Maintained and updated existing applications to improve performance and user experience.

Idea Foundry | June 2012 – October 2014

Contract Game Developer

- Continued to lead architecture and technical implementation for Questyinz, collaborating directly with designers and stakeholders throughout development. Shipped Questyinz 2.0 to the App Store.
- Developed and shipped a trivia game called Name It for iOS and shipped to the App Store
- Designed and developed a Biology lab game for students at Penn State University.

V-teractive | January 2012 – May 2012

Lead Game Developer

- Led the development of a summer reading game, Questyinz, for the Allegheny County Library association and Carnegie Library: focused on user engagement and teacher-student interaction to prevent summer literacy loss.
- Implemented a web portal for teachers to independently customize Questyinz live, and a MySQL back-end.
- Coordinated with clients to tailor experiences to specific educational objectives.

ACCOMPLISHMENTS

- **2020** Developed, designed and produced a full-scale 3D solar system simulation/adventure called Orbit & Beyond based on NASA and ESA astronomical data. It both actively and passively teaches students about our solar system and space travel.
Video and playable demo at portfolio site ashnfara.com
- **2010** Created two of the first Unity Asset store environmental art/system assets: Rainscape and Snowscape.
- **2006** VCU STEP program's first Student Technology Expert in the, assisting professors with the creation of digital media for the class room, creating videos, apps, web sites and games.
- **2003** VCU's first freshman to be awarded a technology grant. Grant objectives were accomplished for a game called IDA which experimented with narration in video games.

EDUCATION

Virginia Commonwealth University, Graphic Design BFA (Incomplete) 2003–2007