

# Ashley Rogers

Worcester, MA 

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## Skills

- Unity
- C#, C++, JavaScript
- Web development in HTML & CSS
- Version control with Git and PlasticSCM
- Game analytics
- Shader development in GLSL, HLSL & Cg

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## Experience

JANUARY 2017 – PRESENT

### Programmer, Producer / MassDiGI Live Studio

- Worked on several published iOS and Android games including *Colosseum Coach* (Spring 2017), *Hyper Thunder Run* (Fall 2018), and *Leap-A-Head* (Spring 2018). Producer and lead programmer of *CyberDrive 2077* (releasing March 2019).
- Designed and implemented analytics for *Leap-A-Head* and *CyberDrive 2077* and analyzed resulting data using Python and PostgreSQL.
- Collaborated with teams of six to eight people using PlasticSCM, working on established C# codebases in Unity.

MAY 2018 – AUGUST 2018

### Programmer, Associate Producer / MassDiGI SIP

- Designed *CyberDrive 2077*, a new mobile game for iOS and Android, as associate producer of a team of six.
- Developed a new Unity codebase from the ground up, including level generation, core gameplay mechanics, and custom shaders to support the game's art style.
- Optimized level generation to render an infinite world of hundreds of obstacles on mobile devices.
- Administered the PlasticSCM server and educated SIP interns on how to work with version control.

## Education

DECEMBER 2019

### Game Programming / Becker College, Worcester, MA

- Fall 2017 Dean's List