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Top Skills

Sales Engineering
Solutions Architecture
Start-up Leadership

Publications

Version Your Way to Startup
Success - Perforce & Lumberyard
Game Production in the Cloud
Amazon Game Dev at GDC 2016!
Overcoming the Cloud Hurdle for
Game Devs - Virtual Round Table
Centralize your Game Production
Assets on AWS With Perforce Helix
Core

Patents

Speaker Array Behind a Display
Screen
Rendering of a Virtual Environment -
Distributed Viewports
Testing and Delivery of Game
Design Assets in a Service Provider
Environment

Kevin Ashman

Solutions Architecture Lead @ Pragma (Backend Game Engine)
Greater Seattle Area

Summary

Focused on building out the Solutions Architecture practice at Pragma, broadening the adoption of our backend game engine to more and more customers. It's time for backend engineers to have a fully extensible engine, as we've grown accustomed to with traditional game engines.

Throughout my career I've helped organizations evaluate and integrate new technologies, creating business value for the organization and their customers. I believe the magic happens where business and technology intersect, and the practice of Solutions Architecture is at the center of that

Experience

Pragma

Solutions Architecture Lead

June 2024 - Present (1 year)

United States

Leading Solutions Architecture at Pragma, and helping grow the use of the first backend game engine for game studios small and large.

Game developers need more than just a game engine, these days games of all types need backend solutions to power the features they want to deliver in their games. I'm excited to be able to further solidify the solutions offered by Pragma, and launch more and more games.

ChiefTechAdvisor

Founder

April 2024 - Present (1 year 2 months)

Greater Seattle Area

Founder of my own technical consulting focused on helping companies align their business and technology strategies. Tailored to solution providers in the games industry, who specifically need to strengthen their Solutions Architecture practice.

Forte

Principal Solutions Architect

May 2022 - April 2024 (2 years)

I was responsible for the integration efforts of our customers, from use case discussions through the launch of that game or feature. Each customer had their own systems to integrate with, and defining the correct architecture and operation required deep technical discussions with both customer and internal product teams.

Internally, I was aligned with product engineering on solutions being developed and help to shape their design to best meet the needs of our customers. Once new features were developed, I led integration testing from the customers perspective to supplement the testing done by the QA team to help ensure customer satisfaction.

My time at Forte solidified that game development is all about being creative with the tools and platforms that can be used. I had the pleasure of helping our first set of game studios launch new games making use of these blockchain and economic tools from Forte.

Amazon Game Tech

5 years 2 months

Senior Partner Solutions Architect

June 2019 - May 2022 (3 years)

Greater Seattle Area

Responsible for helping companies unlock the potential of AWS for their customers in the games industry. Including supporting Technical Partners who offer products and services powered by AWS, as well as Consulting Partners who help game studios with AWS solutions. Leveraging both Amazon Game Tech and AWS Partner Network.

Senior Partner Marketing Manager

April 2017 - June 2019 (2 years 3 months)

Greater Seattle Area

Responsible for creating value both through and for partners as well as game developers using AWS and game specific products and services including Amazon Lumberyard, GameLift, and GameSparks. Building marketing relationships and activities that include integrated campaigns, events, programs, and social media which ultimately deliver a better experience for developers and their community of players.

Amazon Game Services

2 years 7 months

Technical Evangelist

May 2016 - April 2017 (1 year)

Greater Seattle Area

Build and engage with the Lumberyard development community at events and online. Contribute to digital marketing assets and overall customer messaging.

Solutions Architect

October 2014 - May 2016 (1 year 8 months)

Supported business development opportunities by directly engaging with game developers from initial conversations through adoption. Advocate for game developers internally, driving product design decision based on customer needs.

Unity Technologies

Lead Field Engineer

September 2011 - October 2014 (3 years 2 months)

My role is to embody what Unity is, and develop relationships with our users to help them build great games and products. Assist customers from initial inquiry through to adoption of Unity, including both technical challenges and helping the organization change. Engage with internal development teams and contribute to the product, based on feedback from customers and the community. Support the Field Engineering team, ensuring expectations of our customers as well as internal departments are met.

International Game Technology

12 years 4 months

Staff Software Engineer

July 2009 - September 2011 (2 years 3 months)

Engage in software development projects that involve customizing game engines and tools for internal customers. Multiple commercial game engines have been used. Support game development on this platform, producing 50+ games a year.

Software Engineering Manager

April 2007 - July 2009 (2 years 4 months)

Formed and managed a global software development team that built next-generation game development tools for internal customers. The project went

through the entire product development life-cycle and used elements from Agile development.

Software Engineering Supervisor

June 2005 - April 2007 (1 year 11 months)

Supervised a team of Technical Artists who worked on over 50 games a year. Assisted in the improvement of development practices, resolved team conflicts, and managed priorities for the team of 15+ people. Worked with various other departments to manage dependencies.

Firmware Engineer

June 1999 - June 2005 (6 years 1 month)

Developed video slot games for an embedded system that met all jurisdictional requirements. Received art, sound, math, and game play descriptions and brought them to life.

Oregon Institute of Technology

Software Developer

January 1996 - June 1999 (3 years 6 months)

Software developer responsible for the production of an annual promotional CD for Oregon Institute of Technology. This CD was targeted for prospective students.

Education

University of Nevada-Reno

MBA, Business Administration · (2007 - 2010)

Oregon Institute of Technology

BS, Computer System Engineering Technology · (1995 - 1999)