

## Contact

775-685-6509 (Mobile)  
ashmank@gmail.com

[www.linkedin.com/in/kevinashman](http://www.linkedin.com/in/kevinashman)  
(LinkedIn)  
[ashmank.com/](http://ashmank.com/) (Personal)

## Top Skills

Engineering Support  
Technical Marketing  
Cloud Computing

## 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 Architect Leader & Innovator  
Greater Seattle Area

## Summary

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.

In the games industry, publishers and studios rely on a growing number of technology partners to help them realize both their game's experience and its success in the market. My career quickly took me into these technology partners and in roles where I could help these games succeed, and growth in the games industry vertical for these technology partners. I believe that Solutions Architects are in the best position to deliver results for these technology partners, and I'm looking to apply my experience to build this practice for the next innovative technology partner.

In my recent Principal Solutions Architect role, I was able to lead the Solutions Architecture direction for an early stage startup in the Web3 space focused on game developers. It was exciting to work in the space between customers and product teams, to identify and implement solutions to best support the initial set of game studios. Previously I was at AWS as the first Solutions Architect for a new games industry product, eventually leading the launch of Amazon Lumberyard. At AWS I also took on roles to better support technology partners including Senior Partner Marketing Manager and finally as the Lead Partner Solutions Architect for AWS Partner Network for the games industry. My introduction to the games industry was as Lead Field Engineer at Unity.

I'm looking for my next role with an innovative company where I can apply my passion for Solutions Architecture. I can't wait to get back to working with innovative and creative game studios and publishers, and help them leverage new tools to make great games for their players.

---

## Experience

### 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)