# Ashton Jackson

Game Developer • Software Engineer • IT Support
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## Professional Summary

Game developer and software engineer with experience shipping commercial games on Steam, founding and operating an indie studio, and supporting real-world IT environments. Strong background in Unity (C#), systems development, technical troubleshooting, and production leadership.

## Experience

**Tier 1 Help Desk Intern — Ntiva** (June 2025 – Present)

Provide Tier 1 technical support in an MSP environment, troubleshooting hardware, software, and user account issues. Handle tickets, phone support, remote assistance, and documentation.

**Computer Science Intern — iTech** (Dec 2024 – May 2025)

Supported website systems and internal workflows, answered calls, created support tickets, and organized Excel-based records and documentation.

**Founder & Lead Developer — Lunar Studios LLC** (2023 – Present)

Founded and operate an independent studio. Lead development, production, tooling, dashboards, and platform operations across multiple projects.

**Lead Developer & Producer — Tidewake (Steam)** (2024 – Present)

Leading development of a commercial naval roguelike. Designed core gameplay systems, tools, customization pipelines, and production roadmaps.

**Solo Developer — Harve (Steam)** (2023)

Designed, developed, and released a commercial game on Steam. Managed gameplay systems, UI, builds, Steamworks integration, and updates.

## Skills

Unity (C#), Gameplay Systems, Editor Tooling, Technical Support, Troubleshooting, Website Systems, Excel, Git, Steamworks, Windows/Linux/macOS

## Education

High School Diploma — Tyler Consolidated High School (2024)
AP Computer Science • AP Trigonometry / Pre-Calculus • Honor Roll

## Additional Work History

Delivery Driver — The Fort (2022–2024) • Sandwich Artist — Sub Express (2021–2022)