Alonso Villicaña

SENIOR GAMEPLAY ENGINEER

A passionate and results-driven gameplay engineer with over 13 years of experience bringing game projects from concept to launch.

I thrive on programming core systems, tools, pipelines, and development paradigms that make game creation more efficient, scalable, and enjoyable for teams. I bring extensive experience developing systems on Unreal Engine, spanning multiplayer gameplay, GAS, narrative, dev-tools, animation systems.

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Guanajuato, Mexico

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Portfolio

SKILLS

Languages	**English** (professional), Spanish (native).
Game Engines	**Unreal Engine (11 yrs), Unity (8 yrs)**, **Proprietary** (2 yrs), **Godot**(1 yr).
Programming Languages	**C++ (12 yrs), C# (8 yrs),** Python, Typescript, Javascript, Haxe, Java.
Platforms	**PS4, PS5, Xbox One, N-Switch, Oculus, PC,** VR, AR, Mobile.
Version Control	**Git** (13 yrs), **Perforce** (5 yrs), Mercurial (4 yrs), Subversion (1 yr)
Project Management	**Jira/Confluence** (7 yrs), **Redmine** (5 yrs), ClickUp (2 yrs)
CI/CD	**Teamcity** (2 yrs), **Jenkins** (1 yr), Epíc Horde

PROFESSIONAL EXPERIENCE

Unreal Engine Technical Director

DarkSlope
Toronto, Ontario, Canada (Remote)

Jun 2021 - Sep 2025

- Partnered closely with executive leadership (CEO, CFO) and external clients to align technical direction with business objectives, manage project risks, and define clear requirements in collaboration with product owners and design/art/engineering teams.

- Translating long-term games and studio vision into actionable roadmaps, bridging the gap between technical and non-technical stakeholders, delivering technically efficient solutions.

- Led technical architecture design for multiple single-player and multi-player titles, including award-winning projects, ensuring high quality and optimal performance on the target platform.

- Built and standardized core gameplay frameworks in C++, significantly enhancing development efficiency and reusability across development teams.

- Developed modular narrative and gameplay-beat tools to orchestrate game state, voice-over, and global animation events , streamlining iteration across writers, design, animation, and audio teams, and significantly reducing integration time and bugs.

- Established robust CI/CD pipelines, streamlining builds and deployments to speed up development and testing cycles.

- Integrated FMOD into core gameplay and narrative systems, enabling adaptive audio and dynamic soundscapes that respond fluidly to player state and storytelling cues.

- Spearheaded team training initiatives and conducted technical interviews, fostering a high-performing engineering culture.

- Engineered expressive VR avatars by combining procedural IK, authored motion, and robust animation logic to unify gameplay-driven movement and state transitions.

- Architected a multiplayer game with a level editor and integrated cloud services to enable user-generated content, allowing players to build, share, and compete on custom levels.

Lead Programmer

GameCoder
Guanajuato, Mexico
May 2017 - May 2021

- Implemented multiplayer code and UI for Stranded Deep (AA, PS4/Xbox One/PC), optimized performance for In Sound Mind port (AA, Nintendo Switch).
- Integrated platform services (PSN/Xbox), ensuring compliance with certification and platform requirements.
- Served as Lead Programmer and Technical Producer for multiple projects and games, overseeing technical execution from concept to launch on Unreal Engine.
- Contributed to engine-level programming and gameplay systems in C++, ensuring robust and performant game architecture.
- Engineered core gameplay frameworks including inventory, weapon, and combat systems, supporting scalable feature growth across multiple titles.
- Authored navigation mesh configurations, AI agent behaviors, and logic-driven decision systems to create responsive, believable AI interactions.
- Developed runtime avatar and characters animation systems integrating IK, procedural motion, and animation logic for immersive VR gameplay.
- Set up lighting and shadow systems tailored for target hardware, achieving an optimal balance between visual fidelity and performance.
- Modeled, rigged, and animated stylized characters, building production-ready rigs and control systems from scratch.

Lead Gameplay Programmer
Wozlla Mexico
Mexico City, Mexico
2015

- Setup Initial Version Control for the project and team training.
- Developed core attributes, effects and turn-based systems.
- Animation controllers programming.

Java Programmer

Virtual Inflexion Software
Mexico City, Mexico
(Remote)
2012-2013

- Back-end and front-end programming.
- Management of servers and multiuser systems.