Alonzo D. White

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Education:
- BFA in Game Design: Graduated May of 2016 from the Academy of Art University in San Francisco, CA.

Work Experience:

Motion Math Games: San Francisco, CA

Position: *QA Tester*   November 2016 - Current
- Working closely with the designers/programmers to ensure quality functionality.

Delaware North Companies: Yosemite National Park Village Store, CA

Position: *Team Leader*   March 2015 - September, 2015
- Supervised a team of 15+ people and store operations.
- Maintained data bases of inventory and employee time schedules.

Position: *Cashier:*   May 2014 - September 2014
- Experience in cash handling.
- Developed social skills to communicate with global customers.

Position: *Stockperson*   May 2013 - September, 2013
- Managed products off and on the sales floor.
- Communication skills with higher management.

Delaware North Companies: Yosemite National Park Badger Pass, CA

Position: *Snowboard Instructor*   December - February (2012 – 2015)
- Taught a wide variety of age groups about the sport.
- Developed social skills to communicate with global customers.

Skills:

Programming:	Processing, Visual Studio, ActionScript, Java, JavaScript, C++, C#, Python
UI/UX, 2D Art Design:	Adobe: Photoshop, Flash Professional, Illustrator
Level Design:	Unity, Unreal 4, Blueprint, UDK, Kismet
Web Design:	Adobe Dreamweaver, HTML/CSS, JavaScript
IT:	Setting up desktops and monitors (inside and out), Wireless Troubleshooting, System Checks/Debugging
Project Management:	Perforce, Asana, Google Docs, Microsoft: Word, Excel

Educational Experience:

Rapid Game Development:
- Director of 10+ self-made prototype game designs utilizing time management and priority goal setting.
- Solo creation of art assets, programming, scripting, designing and animating in a quick timeframe.

Prototype Game Development:
- Lead Programmer for a 3D UDK game alongside 2 level designers and a 3D modeler/animator.
- Took charge of time management and made sure tasks were updated to Asana and completed efficiently.

UI/UX Design/Programming:
- Designed fun and animated UX in Unreal and Unity, using assets made in Photoshop and Flash.

Academy of Art Achievements:
- Nominated to represent Game Design Department at GDC 2016 with self-created mobile app, **Yarn Hero**.