

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:

Curriculum Associates: Billerica, MA (Working Remotely)

Position: *QA Engineer*

November 2016 – Current

- Working closely with the designers/programmers to ensure quality functionality.
- Front and back end quality assurance.
- Test management, test plan creation, JIRA management and maintenance.
- Oversee rollout of game previews to customers and ensure quality of product through many DB tools.

Delaware North Companies: Sequoia National Park, CA

Position: *Netsuite Local Admin and Invoice Clerk*

May 2017 – September 2020

- Backend/ERP specialist for the parks and invoice processing.
- Oversaw subsidiary software conversion as an on-sight specialist

OpenSpace.Ai: San Francisco, CA

Position: *QA Engineer*

June 2017 – November 2017

- Working closely with the designers/programmers to ensure quality functionality.
- In field testing experience with new equipment and working with new clients.

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 Engine, 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:	JIRA, Confluence, Perforce, Asana, Google Docs, Microsoft: Word, Excel
ERP	Netsuite

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**.