Alonzo D. White

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**Online Portfolio**: [alonzowhitegamedesign.com](http://alonzowhitegamedesign.com/)

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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:**

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| 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**.