

FELIPE ALFONSO

GAME PROGRAMMER

Website: <http://voidptr.io/> | <https://github.com/bitnenfer/>

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TECHNICAL SKILLS

Languages

JAVASCRIPT, ACTIONSCRIPT 3, C++, C

Software

VISUALSTUDIO 2013/15, GIT, SOURCETREE, PERFORCE, TORTOISE
SVN, JIRA, PHOTOSHOP

Game Engines

UNITY, UNREAL ENGINE 4, FLIXEL

API and Libraries

OPENGL, WebGL, SDL2, CTR-SDK (NINTENDO 3DS)

EXPERIENCE

Photon Storm LTD

May 2016 – Present

Engine Programmer

I'VE BEEN WORKING TOGETHER WITH RICHARD DAVEY ON DEVELOPING AND EXTENDING THE FEATURES OF THE PHASER 2D GAME ENGINE ([HTTP://PHASER.IO/](http://phaser.io/)). THIS IS A JAVASCRIPT GAME ENGINE MADE FOR DEVELOPING GAMES THAT RUN ON BROWSERS. I'VE MOSTLY WORKED BUILDING THE WebGL RENDERING BACKEND FOR THE ENGINE AND KEEPING IT COMPATIBLE WITH THE CANVAS BACKEND.

Lucky-Kat Studios

Oct 2016 – Dic 2016

Game Programmer

Worked as a freelance programmer helping in the development of "GrumpyCat's Worst Game Ever". This game will be released for Android and iOS platforms. The game was developed using their own in-house game engine called Bento.

<https://itunes.apple.com/us/app/grumpy-cats-worst-game-ever/id1151747316?mt=8>

ACE Team

Oct 2015 – Apr 2016

Programmer

WORKED ON THE DEVELOPMENT OF THE GAME "ROCK OF AGES 2: BIGGER & BOULDER™". I ALSO ADDED INTEGRATION FOR GOG'S API TO "ZENO CLASH".

Behaviour Interactive

Feb 2015 – Oct 2015

Game Programmer

AS A PROGRAMMER IN BEHAVIOUR INTERACTIVE I DEVELOPED MULTIPLE TOOLS FOR WORKING WITH A PROPRIETARY LANGUAGE AND INTEGRATED THEM INTO UNITY3D, MOST OF THE TOOLS WERE WRITTEN IN A MIX OF PYTHON AND C#.

I ALSO DESIGNED THE WORKFLOW INCLUDING A SYSTEM FOR OTHER PROGRAMMERS TO WORK IN THE PROJECT WITHOUT HAVING ISSUES WITH VERSION CONTROL SOFTWARE. DEVELOPED SEVERAL KEY FEATURES LIKE CUSTOMIZATION OF PLAYER AND ROOMS, NAVIGATION FLOW IN AN UNANNOUNCED MOBILE GAME.

Spil Games

Dec 2013 – Jun 2014

Game Programmer

AS A MEMBER OF THE HTML5 GAME DEVELOPING TEAM I WAS IN CHARGE OF CREATING AND IMPLEMENTING MULTIPLE KEY FEATURES IN OUR GAMES. THE TECHNOLOGY WE USED TO CREATE ALL OF OUR GAMES WAS JAVASCRIPT AND THE GLUE ENGINE (<https://github.com/spilgames/glue/>), TO WHICH I ALSO CONTRIBUTED MANY FEATURES.

Cellfish Media

Dec 2012 – Jul 2013

Freelance Programmer

I WAS IN CHARGE OF DEVELOPING MULTIPLE MOBILE GAMES AND APPS THAT COULD BE PLAYED ON MOBILE BROWSERS AND NATIVELY ON ANDROID AND IOS. SOME OF THIS GAMES AND APPS WERE LICENCED TO CELLFISH AND I HAD TO DEVELOPE THE PRODUCT. THE GAMES AND APPS DEVELOPED WERE:

POUSSIN PIOUS LE JEU
SEBASTIEN PATRICK SOUNDBOX
MASTER TOSS
PIGGIES ATTACK

AmnesiaGames

Aug 2008 – Jul 2012

Game Artist

MY WORK ON AMNESIAGAMES CONSISTS ON GIVING VISUAL LIFE TO THE IDEAS AS A COLLECTIVE WE CREATE. I'VE MADE ANIMATIONS, INTERFACES, BACKGROUNDS, WEBSITES AND COLLABORATED WITH MY TEAMMATES ON CREATING COOL GAMES AND APPLICATIONS.

I ALSO DEVELOPED SMALL GAMES THAT WERE PUBLISHED ON THE OVI STORE AND THE BLACKBERRY APP STORE.