

www.jonalonso.com.es

Jon Alonso
Game Programmer

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Nationality Spanish
Date of birth 15 April 1984

MAIN GAMES

White Spell (Web) Programmer - HTML5, CSS3, PixiJS (Typescript) Developer - Hunters of Magic Gameplay, UI, AI, networking, monetization.	MMORTS/RPG Oct 2017 - Now Publisher - Hunters of Magic
Splash Art! (Web) Programmer - PixiJS (Javascript) Developer - Playerthree Gameplay, UI.	Colouring game Jul 2017 - Sep 2017 Publisher - Cartoon Network
OK K.O.! Parking Lot Wars (Web) Programmer - PixiJS (Javascript) Developer - Playerthree Gameplay, UI, AI.	Turn based strategy game Mar 2017 - Jun 2017 Publisher - Cartoon Network
Tom & Jerry Musical Stairs (Web) Programmer - PixiJS (Javascript) Developer - Playerthree Gameplay, UI.	Casual web game Jan 2017 - Feb 2017 Publisher - Boomerang
Apart of Me (iOS, Android) Programmer - Unity3D (C#) Developer - Playerthree Gameplay, UI.	Therapy app Jun 2016 - Dec 2016 Publisher - Bounce Works
Ben 10 Escape Route (Web) Programmer - PixiJS (Javascript) Developer - Playerthree Gameplay, UI.	Path drawing game Aug 2016 - Sep 2016 Publisher - Cartoon Network
Wussywat Irdy Bird (iOS, Android) Programmer - Unity3D (C#) Developer - Playerthree Gameplay, UI.	Flappy bird clone Nov 2015 - Dec 2015 Publisher - Baby Cow Productions
BBC Topsy & Tim Busy Day (iOS, Android) Programmer - Unity3D (C#) Developer - Playerthree Gameplay, UI.	2D minigames for kids May 2015 - Oct 2015 Publisher - BBC Multimedia
BBC Top Gear's Rocket Robin (iOS, Android) Programmer - Marmalade SDK, Box2D (C++) Developer - Playerthree Gameplay, UI, monetization, server database connection, leaderboards and social features.	3D rocket launching game Sep 2014 - May 2015 Publisher - BBC Multimedia
Chains Keeper Special Edition (iOS, Android) Lead Programmer - Cocos2D-X, Box2D (C++) Developer - Ingumak Gameplay, UI, leaderboards, trophies and social features.	2D fast reaction game Sep 2011 - May 2014 Publisher - Ingumak

OTHER PROJECTS

Battle2 (iOS, Android) Programmer - Unity3D (C#), Gamesparks Developer - Playerthree	1vs1 real-time arena Jun 2016 Prototype
Macmillan Test (iOS, Android) Programmer - Unity3D (C#), UMA Developer - Playerthree	3D english learning app May 2016 Prototype
Apache Blitz Overkill (iOS, Android) Programmer - Unity3D (C#) Developer - Playerthree	2D shoot'em up Apr 2016 - May 2016 Prototype
Quest for Bossa (Unity Web Player, PC / Windows) Programmer / Designer / 2D Artist – Unity3D (C#)	Interactive job application Sep 2015 - Dec 2015
Message Adrift (iOS, Android) Programmer - Unity3D (C#) Developer - Playerthree	Match-3 game Jan 2016 - Mar 2016 Not Published
A Tale of Adventure (PC / Windows) Programmer / Designer - Dragon Age Scripting Language	Module for Dragon Age Origins Jan 2010 - Jan 2011

EDUCATION

2002 - 2007	University of Deusto B.S. in Computer Science and Engineering
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SEMINARS

2007 125 hours Macromedia Director and Flash, ActionScript, 3D Lingo, Havok Physics Engine.	Seminar in programming: Director and Flash University of Deusto
2006 125 hours Scene graph-based 3D engine, linear algebra, 3D math, graphics pipeline, state machine, game architecture.	Seminar in programming: 3D graphics and animations University of Deusto

AWARDS AND HONORS

2006 - 2007 Academic Merit Recognition to the most outstanding graduates.	University of Deusto
2004 - 2005 Academic Merit Recognition to the most outstanding graduates.	Spanish Ministry of Education and Science, University of Deusto

WORK HISTORY

October 2017 – Now HTML5, CSS3, PixiJS (Typescript).	Hunters of Magic Game Programmer
September 2014 – September 2017 C++, Unity3D (C#), PixiJS (Javascript).	Playerthree Game Programmer
December 2009 - August 2014 .NET, ASP, VB, C#, Javascript, jQuery, AJAX, SIP, Objective-C.	Freelance Programmer
June 2008 - April 2009 XML, HTML, JSP, Struts, Javascript, SQL, J2EE.	Bilbomática, S.A J2EE Senior Programmer