

FELIPE ALFONSO

ENGINE PROGRAMMER

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WORKED WITH

Languages

C++, C, GLSL, HLSL, MSL, Python, JavaScript, ActionScript 3, Obj-C, x64 & x86 Assembly

Tools

Unreal Engine 4 & 5, Sony Dev Tools, Microsoft GDK (ex XDK) Tools, Windows Performance Toolkit, Visual Studio, Perforce, Git, SVN, Unity3D, In-House Engines.

API and Libraries

Sony's Platform APIs, GDK Platform APIs, AGC, D3D12, D3D11, PS4 GNM, Nintendo 3DS GX, WebGL

EXPERIENCE

Nimble Giant Entertainment

Mar 2022 – Present

Lead Programmer – Platforms and R&D

I am leading the porting efforts of a AAA shooter game. The game is being ported to next-gen consoles like PS5 and Xbox Series X/S. I am also leading the efforts of optimizing the game to run properly on every platform. I am also working leading the R&D team developing and researching new solutions for the studio to improve work pipeline performance. For example, integrating mocap to our current workflow.

From April 2024 I joined the team of external engineering for Epic Games's Fornite Creator Framework and UEFN development.

Globant

Jul 2019 – Feb 2022

Senior C++ Game Programmer

For the past 2 years and 9 months I worked on the development of WBGame's [Hogwarts Legacy](#).

My focus was CPU and memory optimizations for PS4, PS4 Pro, Xbox One, Xbox One X, Windows and the Unreal Engine 4 Editor. I mostly focused on memory optimization where I've worked developing platform specific solutions for reducing memory usage, improved Unreal's default allocator and did R&D on different allocators to help reduce wastage and thread contention. Developed several memory tracking tools. For example, I created a tool that helped with tracking the size of our structures where we could reduce memory usage by adjusting the position of data members, also developed tools that helped us understand the allocation patterns we made and gave us more information on when and where these allocations happened.

Contract Programmer

GameClosure (May 2018 - Nov 2018)

My work at GameClosure was mostly developing a Facebook Instant Game. I also worked on the platform specific API for interacting with Viber's instant messaging interface. Also developed from scratch the game EverKnife which was released in Facebook Instant Games in Japan and The Philippines.

Lucky-Kay Studios (Oct 2016 - Nov 2016)

Worked as a programmer helping in the development of "**Grumpy Cat's Worst Game Ever**". This game Was released for Android and iOS platforms.

iOS: <https://goo.gl/59x0B0>

Android: <https://goo.gl/k891XP>

PhotonStorm LTD. – Phaser 3 (May 2016 - June 2018)

I've been working together with Richard Davey on developing and extending the features of the **Phaser 2D Game Engine** (<http://phaser.io/>). This is a JavaScript game engine made for developing games that run on browsers. My main tasks have been developing a new version of the graphics API and implementing a 2D WebGL renderer for it.

ACE Team

Oct 2015 – Apr 2016

Game Programmer

I worked on the initial development of the game **"Rock of Ages 2: Bigger & Boulder™"** programming the attack logic of units. I also worked integrating for GOG's C++ 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 oversaw creating and implementing multiple key features in our games. The technology we used to create all our games was JavaScript and the Glue Engine (<https://github.com/spilgames/glue/>), to which I also contributed many features.

Games I worked on:

- Cute Jungle Hospital
- The Dragon Flow

Cellfish Media

Dec 2012 – Jul 2013

Freelance Programmer

I oversaw 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 licensed to Cellfish and I had to develop the product. The games and apps developed were:

- Poussin Piou Le Jeu
- Sebastien Patrick Soundbox
- Master Toss
- Piggies Attack

AmnesiaGames

Aug 2008 – Jul 2012

Lead Game Artist

My work on AmnesiaGames consists of 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.

Worked on:

- Ninja Joe Classic
- Ninja Joe Undercover
- Ninja Joe
- World of Doodles