

FELIPE ALFONSO

GAME PROGRAMMER

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

TECHNICAL SKILLS

Languages

JAVASCRIPT, GLSL, PSSL, HLSL, METAL SHADING LANGUAGE,
C++, C, PYTHON, BATCH, ACTIONSCRIPT 3, HAXE, OBJ-C

Software

VISUAL STUDIO 2013/15/17/19, GIT, SOURCE TREE, PERFORCE,
TORTOISE SVN, JIRA, PHOTOSHOP CC, SUBLIME TEXT,
NOTEPAD++, GCC

Game Engines

UNITY3D, UNREAL ENGINE 4 AND IN HOUSE ENGINES.

API and Libraries

GNM (SCE PS4), OPENGL, WebGL, D3D11, METAL, GX
(NINTENDO 3DS), SDL2, HTML5 CANVAS

EXPERIENCE

Globant

Jul 2019 – Current

SSr. Adv. C++ Game Programmer

MY WORK HAS INVOLVED OPTIMIZING RUNTIME AND LOADING TIMES FOR A LARGE UNRELEASED AAA GAME. I'VE WORKED OPTIMIZING FOR PC, PS4 / PS4 PRO AND XBOX ONE / XBOX ONE X. I'VE ALSO WORKED ON IMPROVING THE PERFORMANCE OF THE EDITOR.

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.

LUCKY-KAY STUDIOS (OCT 2016 - NOV 2016)

WORKED AS A PROGRAMMER HELPING IN THE DEVELOPMENT OF "GRUMPYCAT'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

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