

Pablo Alonso

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Games

Star Trek (Working Title)	PS3, Xbox 360 & PC
The Darkness II	PS3, Xbox 360 & PC
FIFA World Cup 2010	PS3 & Xbox 360
Backyard Football: Rookie Rush	Wii, Xbox 360 & PC

Work Experience

2010-NOW	UI Programmer, Digital Extremes, London, Ontario. I'm in charge of all the UI for the upcoming Star Trek game and worked on the polishing of The Darkness II.
2008-2010	Software Engineer, HB Studios, Lunenburg, Nova Scotia. I worked on published games as well as development of in-house technology for all major consoles.
2004-2006	Operations Manager, Yumbotic, Mexico DF. I was lead on most technology projects. I worked for clients such as Intel, Cadbury, Diageo, Disney, Sony, Seat, Volkswagen and many more.
2000-2004	Project Lead, Euro RSCG Interaction, Mexico DF. Web development, business apps, e-learning and new product research.
1999-2004	Freelance work for companies like Canon and Yahoo Mexico.

Education

2006-2008	Electronic Game Design. NBCC Miramichi, Miramichi NB.
2005	2D programming with Managed Direct X 9. InterSoftware, Mexico DF.
2004	Macromedia Flash MX certified developer
2004	Introduction to Open GL

Skills

Languages	Frameworks	Database	Graphics
<ul style="list-style-type: none">• C/C++• C#• LUA• Actionscript 1, 2, 3• Visual Basic• PHP• ASP• HTML, JS, CSS	<ul style="list-style-type: none">• XNA• WinFX• MFC• Open GL• Direct X	<ul style="list-style-type: none">• SQL Server• MySql• PostgreSQL• Sybase• Access	<ul style="list-style-type: none">• Flash 4-CS5• Photoshop 3-CS5

References AVAILABLE ON REQUEST
