

# Pablo Alonso

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## Games

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

## Work Experience

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<b>2010-NOW</b>	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.
<b>2008-2010</b>	Software Engineer, HB Studios, Lunenburg, Nova Scotia. I worked on published games as well as development of in-house technology for all major consoles.
<b>2004-2006</b>	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.
<b>2000-2004</b>	Project Lead, Euro RSCG Interaction, Mexico DF. Web development, business apps, e-learning and new product research.
<b>1999-2004</b>	Freelance work for companies like Canon and Yahoo Mexico.

## Education

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

## Skills

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

References AVAILABLE ON REQUEST

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