

Harrison Alonso

GAME DESIGN | NARRATIVE SYSTEMS | GAMEPLAY PROGRAMMING

San Diego, CA | (858) 519-2260 | harrisonalonso9@gmail.com | [Portfolio](#) | [LinkedIn](#) | itch.io

SUMMARY

Computer Science student, game designer, and programmer with 13 released indie games and five top-50 game jam finishes, including first place. Builds player-facing systems across **GameMaker/GML** and **Unity/C#**, combining rapid prototyping, systems design, programming, playtesting, and cross-disciplinary team leadership.

GAME DEVELOPMENT

Independent Game Developer & Team Lead

Apr 2022 - Present

Mostly Magic / itch.io | GameMaker Studio 2 | Unity

San Diego, CA

- Built and released 13 competition games from concept through completion, owning programming, gameplay and narrative design, production, and build integration across small remote teams; earned five top-50 finishes, including 1st of 119, 3rd of 139, and 4th of 340.
- Scoped one-week builds, translated mechanics and tone into asset briefs for artists and composers, and refined onboarding, pacing, difficulty, and game feel through playtesting to keep cross-disciplinary teams aligned through release.

Shuddup - Social Deduction Game

2026

Lead Programmer & Game Designer | 3-person team

Brackeys 2026.2: Results Pending

- Built a complete social-deduction game in **Unity/C#**, implementing turn flow, card systems, AI opponents, dialogue, and player feedback within a one-week game jam.
- Designed AI opponents that track claims and game state to accuse suspected liars, then refined their behavior and player-facing feedback through playtesting.

Biscuit Bandits - Branching Narrative Roguelike | [CASE STUDY](#)

2025

Main Programmer, Narrative Systems Designer & Writer | 3-person team

Brackeys 2025.2: 28th of 2,272

- Built **GML** systems for branching encounters, crew management, recruitment, and a five-stat probability model; used external JSON to define choices, difficulty, consequences, and story routing.
- Wrote the encounters, dialogue, factions, characters, and ending within a one-week build, tying permanent crew loss to player-selected actions so consequences felt readable and personal.

Train Track Trouble - Mouse-Only Action Puzzler | [CASE STUDY](#)

2025

Main Programmer & Game Designer | 3-person team

Brackeys 2025.1: 44th of 2,155

- Programmed click-to-move navigation, track placement, rotation, building interactions, and real-time pacing in **GML** for a one-week game centered on route planning under pressure.
- Cut repeated track placement from a four-step reselect loop to persistent selection, clarified right-click rotation, and retuned train speed so challenge came from planning rather than interface friction.

PRODUCT & QA EXPERIENCE

Product & Operations Contributor

Feb 2023 - Present

Main Court - App

San Diego, CA

- Improved release quality by testing against release notes, reproducing and logging bugs, validating fixes, and clarifying requirements with a remote development team as the app scaled to 15K users.
- Ran onsite product operations for a 1,100-player sponsored tournament, managing check-in, match flow, logistics, and real-time issue resolution throughout the one-day event.

ADDITIONAL EXPERIENCE

Recruitment Consultant Intern

Jun 2023 - Sep 2023

Talent Staffing

London, UK

- Sourced and screened professional-services candidates, maintained audit-ready records, and piloted a resume-matching workflow to reduce shortlist time and support interview scheduling.

EDUCATION & CREATIVE TRAINING

University of Oregon

Expected Jun 2028

B.S. in Computer Science | GPA: 3.77

Eugene, OR

Fiction Writing Workshop (CRWR 340/445)

Summer 2026

University of Oregon Study Abroad

Oviedo, Spain

- Completed and revised four original stories through intensive workshops focused on character, dialogue, pacing, structure, theme, and peer critique.

SKILLS

TOOLS & LANGUAGES: Unity (C#) | GameMaker Studio 2 (GML) | Python | C | JavaScript | JSON | HTML/CSS | Git/GitHub

DESIGN & PRODUCTION: Game Design | Systems Design | Narrative Design | Branching Story Systems | Creative Writing & Dialogue | Playtesting & Iteration | QA Testing & Bug Tracking | Project Coordination