

Harrison Alonso

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SUMMARY

Computer Science student and indie game developer with 13 shipped competition games and five top-50 game jam finishes. Leads and programs small-team projects across GameMaker/GML and Unity/C#, with experience in gameplay systems, rapid prototyping, playtesting, and cross-disciplinary production. Also contributes to a 15K-user app through QA testing, requirements clarification, and coordination with a remote development team.

EDUCATION

Bachelor of Science in Computer Science,
University of Oregon
○ GPA: 3.77

Expected June 2028
Eugene, OR

EXPERIENCE

Indie Game Developer, Team Lead, and Programmer

April 2022 – Present

Independent Game Development / itch.io

San Diego, CA

- Led and shipped 13 competition games from concept to release, programming primarily in GameMaker/GML alongside a Unity/C# project and using Git/GitHub for version control; earned five top-50 finishes, including 28th of 2,272, 44th of 2,155, and 1st of 119.
- Coordinated small remote teams of artists and composers by defining asset requirements, providing references and feedback, managing scope, and integrating deliverables into playable builds under one-week deadlines.
- Built and shipped a Unity/C# game during a one-week game jam, implementing gameplay logic, NPC decision systems, camera and lighting behavior, UI feedback, and a WebGL build for submission.

Product & Operations Contributor

February 2023 – Present

Main Court - App

San Diego, CA

- Improved release quality by testing builds against release notes, reproducing and logging bugs, and validating fixes as the app scaled to approximately 15K users.
- Ran onsite operations for a 1,100-player sponsored tournament, managing check-in, match flow, logistics, and real-time issue resolution throughout the one-day event.
- Supported feature delivery by clarifying requirements, tracking progress, reviewing builds, and communicating issues with an offshore development team.

Recruitment Consultant Intern

June 2023 – September 2023

Talent Staffing

London, UK

- Sourced and screened professional-services candidates, maintained audit-ready records, and piloted an AI-assisted resume-matching workflow to streamline shortlist preparation and interview scheduling.

Camp Staff

Summers 2021 – 2023

Sharks Del Mar Soccer Club

San Diego, CA

- Led daily activities and supervision for camps serving approximately 100 children per week, maintaining safe, organized programming for ages 5–13 across three summers.

SKILLS

Unity (C#) | GameMaker Studio 2 (GML) | Python | C | Git/GitHub | JSON | HTML/CSS | Game Design | Narrative Design & Branching Story Systems | QA Testing | Playtesting/Iteration | Project Coordination

INTERESTS

Piano | Guitar | Fiction Writing | Reading | Soccer | Indie Games | FL Studio | College Football | Travel