Alonso Canales

Production • Programming • Business Development

🏠 alonso-canales.com   🐦 @alce_x   in alonso-canales-769137151   ✉ alonso@smarto.club

EXPERIENCE

UNIVERSIDAD SEK ADJUNCT PROFESSOR
2022 – Current

➔ Teacher of Game Creation Workshop, class focused on game prototyping and creation in the Unity engine.

SMARTO CLUB CO-FOUNDER, PRODUCER AND PROGRAMMER
2020 – Current

➔ Co-founder of small indie game development studio based in Santiago, Chile.

➔ With the help of Whitethorn Games they released their first game "Teacup" (2021) on PC, consoles and mobile and are currently developing their second project.

➔ Responsible for programming core gameplay systems and mechanics for projects using the Unity engine.

➔ In charge of milestone planning, task breakdown and priorization, besides business responsibilities such as hiring contractors, handling cash flow and seeking funding.

IGUANABEE GAMEPLAY PROGRAMMING INTERNSHIP
2019 - 2020

➔ Worked implementing mechanics to an existing mobile puzzle game prototype according to design spec.

EXTRACURRICULAR ACTIVITIES

GAMEDEV COMUNIDAD UC STAFF MEMBER
2016 - 2022

➔ Staff member of university's game development club, aiming to help people get started in the world of game development.

➔ Organizer of activities such as student-led game development teams, workshops for high school students and the biggest Global Game Jam site in Chile.

AWARDS

IGDA SCHOLAR INTERNATIONAL GAME DEVELOPER ASSOCIATION FOUNDATION
2020

➔ Recipient of scholarship for promising students interested in the field of game development.

➔ Scholarship included a pass and stipend to attend GDC, a personal mentor with years of industry experience and multiple networking opportunities.

LA.PCERA HACKATHON FIRST PLACE
2017

➔ Part of winning team in hackathon focused on developing educational games related to science subjects.

➔ The game was about the indigenous birds of Easter Island. It was further developed to be presented in events such as "Future Congress" and "Science At Your Park".

SKILLS

GAME DEVELOPMENT
Unity 3D • Construct • PICO-8

PLATFORMS
Trello • Notion • HacknPlan • Codecks

PROGRAMMING
C# • HTML/CSS • Javascript • Python • C • Arduino

TOOLS
Amazon Web Services • Heroku • Docker • Git

EDUCATION

PONTIFICAL CATHOLIC UNIVERSITY OF CHILE
BACHELORS OF SCIENCE IN ENGINEERING
2016 - 2022