

Alonzo James C. Artuz

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Summary

Currently a private contractor at Manticore Games. With 1+ years of working experience in the game industry. But has had a fascination with the industry since childhood.

Qualifications

- Quickly learn any software.
- Ability to collaborate with others to work towards a goal.
- Great problem solving skills.
- See when things can't be done.

Software Skills

- Autodesk Maya, Mudbox
- Google Sheets, Google Slides, Google Docs
- Perforce, Github
- Photoshop
- Sony Vegas Pro 14
- Unity Engine
- Unreal Engine blueprinting
- Trello
- C#, C++, HTML5/CSS, JavaScript, Python, Lua

Work Experience

2020-Present **Team Meta**

Private Contractor at Manticore Games (as Aj)

- Curated games on the Core platform; looking for promising or good games to promote/feature to the community.
- Collaborated on a team on game design for games on the Core platform.
- Judged games entered for events made by Manticore Games.
- Lead quality assurance for games made by the team.

Education

2016 - 2020

Cogswell Polytechnical College

Bachelor of Science in Game Design Engineering

San Jose, CA

2012 - 2016

Everett Alvarez High School

High School Diploma

Salinas, CA

- Gained Seal of Biliteracy for Japanese