

# WILLIAM ALONZO

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## About

Self-taught game developer with 6+ years in Unity and growing Unreal Engine experience. Four shipped titles on itch.io spanning gameplay systems, procedural generation, and AI behavior. Published novelist and novella author — a rare combination of technical and narrative skills that informs how I design systems and write for interactive media. Actively targeting gameplay programming, tools development, and narrative design roles.

## Experience

### Shopify & Content Consultant

*Sipsy | Los Angeles, California*  
March 2025 – May 2026

- Develop and maintain Shopify product pages using custom CSS and JavaScript, improving UX flow and on-page conversion.
- Apply interactive media writing principles to e-commerce copy — concise, sensory, and structured for scan-first reading behavior.

### Store Manager

*Leewood Liquor | Eastchester, New York*  
Dec 2019 – Jan 2025

- Administered POS software, inventory databases, and social media integrations — comfortable owning digital tooling across platforms.
- Designed in-store layouts and digital product pages to optimize customer flow and product discovery — applying UX thinking to physical and online space

## Education

### Bachelor of Arts in Creative Writing and Computer Science

State University of New York at Oswego  
2016 – 2021

## Publication

Published author with two book-length works and multiple short stories. Writing background informs narrative system design, branching dialogue, and environmental storytelling.

- Smiling All The Time, Outskirts Press Publishing, 2014
- So This is Home, Outskirts Press Publishing, 2020
- Short Fiction, Various publications, 2014-Present

## Projects

### Project Dunwell

June 2026

- Designed and built a neo-noir locked-room mystery (~25 min playthrough) with three branching endings, nine discoverable clues, and a custom case board mechanic — architected to demonstrate the intersection of gameplay programming and narrative design.
- Integrated Ink narrative scripting into Unity via a custom InkBridge system: Unity owns world logic and collision triggers, Ink owns all narrative output, with tag-driven events coordinating UI, scene transitions, and story state.

### Tapped Out

September 2025

- Reverse-engineered the design logic of classic arcade game Tapper, rebuilding NPC timing and behavior systems from scratch — a deliberate exercise in reading existing design language and implementing it cleanly in code.
- Scripted and animated NPC behavior driven by player actions and timing states, achieving a faithful recreation of the original game feel while adding new responsiveness.

### CyberCity Runner

March 2025

- Designed and shipped an infinite scroller with **dynamic platform generation and adaptive enemy spawn logic** — maintaining consistent 60 FPS through spawn rate tuning tied to player progression speed.
- Authored 2D sprite animation system covering character movement, projectile effects, and enemy death states; integrated animation events with gameplay state machine transitions.

### The Magnificent Misadventures of Poddles and Bowlber

February 2025

- Prototyped multiple level concepts differentiated by character selection and progression path, testing pacing, layout, and player flow across distinct playthroughs.
- Implemented random item generation tied to platform spawn events, creating emergent gameplay variation without hand-authored level scripting.

## Languages, Tools & Engines

English (Fluent)  
Spanish (Fluent)  
French (Conversational)  
C, C#, C++ (Proficient)  
Java (Proficient)  
HTML, CSS, JavaScript (Proficient)  
Unity Unreal JIRA  
Ink Yarn Spinner