

Harrison Alonso

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SUMMARY

Computer Science student with early-stage startup experience in product coordination, QA testing, and wireframe and user flow feedback. Comfortable working with remote teams to clarify requirements, track progress, and test against release notes to improve usability and reduce bugs. Indie game team lead and developer with 12 shipped games, strong communication, fast iteration, and delivery under tight deadlines.

EDUCATION

Bachelor of Science in Computer Science

University of Oregon

- GPA: 3.77

Expected June 2028

Eugene, OR

EXPERIENCE

Product & Operations Associate

Main Court - App

February 2023 – Present

San Diego, CA

- Improved release quality and supported growth by QA testing against release notes, logging bugs in a tracker, and validating fixes, contributing to a smoother product experience as the app scaled to 15k users.
- Ran onsite operations for an app-sponsored tournament by managing player check-in, coordinating logistics and match flow, and resolving issues in real time, supporting a smooth one-day event for 1100 players.
- Shipped core product features by clarifying requirements, tracking progress, and unblocking an offshore dev team, resulting in faster turnaround and fewer rework cycles during releases.

Indie Game Developer, Team Lead, and Programmer

Itch.io/GameMaker

April 2022 – Present

San Diego, CA

- Led and shipped 12 competition indie games from concept to release by owning programming and production in GameMaker Studio 2 using GML and GitHub for version control, achieving top 1 percent placements, including 28th out of 2280 and 44th out of 2166.
- Managed small remote teams of artists and composers by defining asset needs, giving clear references, and integrating deliverables into builds, earning multiple podium finishes, including 1st out of 119 and 4th out of 341.
- Directed creative decisions and iteration by shaping mechanics, pacing, and UX, then playtesting and refining difficulty, onboarding, and game feel, resulting in a 1st place win and additional finalist placements.

Recruitment Consultant Intern

Talent Staffing

June 2023 – September 2023

London, UK

- Increased candidate throughput by sourcing and screening Professional Services candidates and introducing an AI-assisted resume matching process, cutting shortlist time and keeping records audit-ready for scheduling.

Camp Staff

Sharks Del Mar Soccer Club

Summers 2021 – 2023

San Diego, CA

- Led camp groups for one month each summer, organizing activities and supervision for cohorts of roughly 100 kids per week, maintaining safety and high engagement across daily sessions for ages 5 to 13.

SKILLS

Python | C | GameMaker Studio 2 (GML) | Git/GitHub | HTML/CSS | QA and Bug Tracking | Narrative and Game Design | Project Coordination | Playtesting and Iteration | Tool Development

INTERESTS

Piano | Guitar | Soccer | Indie Games | FL Studio | College Football | Travel