

[ALFONSO ELENES JR]

SYNOPSIS

- 6 years of experience designing and implementing intuitive user interfaces for a variety of different types of projects.
- Creative design combined with strong scripting knowledge to develop cutting edge user interface experiences.
- Attention to detail applied to both script logic and design aesthetics.
- Team oriented with a passion for problem solving and enhancing the user experience.

SKILLS

- HTML, CSS, XML, JavaScript, LUA, ActionScript 2.0, and ActionScript 3.0
- Photoshop, Illustrator, Flash, and Scaleform GFx
- UI and Web Design experience
- Graphic Design and Color Theory

EXPERIENCE

Collins College

Instructor Jun 11 - Current Phoenix, AZ

- Currently teaching classes in Game Scripting (ActionScript 3.0) and User Interface Design.

Big Bang Entertainment

UI Artist | Flash Developer Dec 09 - Current Phoenix, AZ

- Flash developer on the team that converted Sony Online Entertainment's FreeRealms™ PC MMO for distribution on the Playstation 3.
- Utilized Flash, ActionScript 2.0 to convert the PC-specific interface windows to operate cleanly on the PS3 platform.
- Created & modified pre-existing assets and behaviors for response time and intuitive navigation via PS3 controllers.
- Adjusted and reconfigured game interface windows for localization to French, Italian, German, and Spanish languages.

Cheyenne Mountain Entertainment

UI Artist | UI Designer Aug 07 - Aug 09 Mesa, AZ

- Streamlined production between art and engineering departments utilizing CEGui.
- Designed, prototyped & implemented user interface elements using Photoshop, CEGui, XML, and Unreal Editor.
- Assisted with walk-throughs and consumer usability testing.
- Created custom CEGui widgets to address the unique needs of the Stargate Worlds project.

Resolutions Multimedia

UX Designer | Flash Developer Oct 05 - Aug 07 Phoenix, AZ

- Designed & produced eLearning applications for eCommerce clients utilizing Flash & various multimedia including video, audio, still images, server side data and third party plug-ins.
- Developed Flash prototypes, wire-frames, mock-ups, and frame based animations.

Ghostfire Games

UI Artist Jan 09 - Aug 09 Austin, TX

- Designed menu elements & in-game HUD elements for WiiWare based game "Rage of the Gladiator" utilizing Photoshop and Illustrator.
- Created prototypes using Flash.

MB York Incorporated

Graphic Designer Jan 05 - Apr 05 Scottsdale, AZ

- Conceptualized & designed web & print advertisements.
- Utilized Photoshop & Illustrator to produce creative for client.

EDUCATION

Bachelor of Arts Degree in Game Design, 2005

Collins College, Tempe, AZ