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# GARY ALFONSO

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## PORTFOLIO

WWW.GARYTHEBARD.COM

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## OBJECTIVE

Seeking a position where I can utilize my skills as an artist and a scientist to create media/software.

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## SKILLS

My background in game development has provided me with the skills needed to write intricate reusable computer code with advanced logic.

My experience as an artist compliments my scientific background well and allows me to effectively execute ideas across multiple mediums.

Bilingual Spanish and English.

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## SOFTWARE

### Technical

Unity, C, C#, Java, HTML, CSS, Minitab, SAP – ECC/MDG/BW/IS

### Graphical

Photoshop, Illustrator, GIMP, Maya, Blender, Premier Pro, After Effects

### Musical

Logic Pro, Pro Tools, Sibelius, Finale, BitWig

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## EXPERIENCE

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### AMCOR RIGID PLASTICS GLOBAL MASTER DATA MANAGEMENT SPECIALIST

10/15 - Present

Successfully led a \$2 Million SAP Master Data Governance implementation over 3 regions, spanning 450+ users, across 59 plants. Projected to save the company \$500,000 per year. Performed global training for users across all regions. Managed global Vendor and Material Master Data.

### MATERIALS COORDINATOR

10/13 - 10/15

Managed 4 direct reports and all procurement efforts for department. Created visually appealing KPI charts in Excel to track machine efficiencies and trends. Conducted vendor audits and hosted customer visits.

### QUALITY ASSURANCE TECHNICIAN

09/12 - 10/13

Designed an extensive training database in Microsoft Access. Designed a program in C# to facilitate Lot Tracking.

### NEPHRON PHARMACEUTICALS FORMULATION OPERATOR

12/11 - 02/12

Formulated several different drug products in various concentrations.

### MICROBIOLOGY ANALYST

09/11 - 12/11

Performed Microbiological tests on pharmaceutical drug products and raw materials.

### CHEMISTRY LAB TECHNICIAN

02/08 - 09/11

Performed Chemical tests on pharmaceutical drug products and raw materials.

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## EDUCATION

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### DIGITAL ARTS & SCIENCES BACHELOR OF ARTS / MAY 2017

University of Florida

- *Cum Laude*, 3.47 GPA.
- Experience developing video games in the Unity Platform utilizing C#.
- Experience composing original music, Orchestral, Vocal, and Electronic.
- Experience editing videos, photographs, and audio.
- Relevant Courses: Intro Programming C, Object Oriented Programming, Programming Fundamentals, 2D Digital Animation, 3D Digital Animation, Advanced Digital Animation, Game Design, Audio Design.

### Projects

**Half Empty** – Created a 2D/3D minimalist platformer in Unity using C#. All assets were created by me. The game contains original 2D graphics – created in Photoshop, Illustrator, and GIMP, 3D graphics – created in Maya, a rudimentary MIDI engine created from scratch in C#, and original music.

**The Bind** – Created a 3D first person hack and slash game demo.