Alfonso Martin Munoz

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Employment

Software Engineer III, Full Circle Studio - Electronic Arts **Sep 2022 — Present**
.skate

- Took ownership of developer experience by engineering designer-facing tools, removing compilation overhead for designers
- Architect client-side Quest and Onboarding systems, workflows, and tools for a massive live-service GAAS title
- Implement self-healing progression systems, preventing player softlocks during live game content updates
- Drive production stability by unblocking daily technical workflows and triaging critical pipeline blockers
- Mentor junior engineers on systems architecture, runtime debugging, and agile software development practices

Gameplay Engineer, Improbable Canada **Jul 2021 — Sep 2022**
Partner Engineering

- Developed cross-platform gameplay systems for Switch, PlayStation 4/5, and Xbox Series for a variety of AAA clients
- Led short-term engineering contracts for external studios, rapidly integrating into diverse codebase architectures
- Engineered solutions across UE4, Unity, and proprietary engines to resolve core runtime performance bottlenecks
- Integrated backend online services including Epic Online Services to support multiplayer matchmaking systems

Software Engineer II, SkyBox Labs **Jan 2020 — Jul 2021**
Minecraft Bedrock Edition

- Engineered platform features, securing deterministic performance and runtime stability for console players
- Developed multiplatform engine builds across Switch, PlayStation 4, Xbox One, and Windows desktop systems
- Maintained cross-platform engine abstraction layers covering file I/O, memory management, and gamepad input
- Hardened engine APIs via large-scale structural refactoring, drastically reducing studio technical debt
- Rectified low-level hardware performance bugs to pass strict first-party platform certification standards

Programmer, Beamdog **May 2018 — Dec 2019**
Baldur's Gate I, II, and SoD, Planescape: Torment, Icewind Dale, and Neverwinter Nights Enhanced Editions

- Lead the technical porting strategy of the C++ Infinity Engine across 5 classic ARPG titles to Switch and PS4
- Guaranteed strict compliance with Nintendo TRC requirements, managing the full submission pipeline
- Automated and maintained the nightly multi-platform cross-compilation build pipeline to maximize efficiency
- Established studio C++ coding guidelines, code review methodologies, and compliance enforcement workflows
- Authored internal desktop tools in Qt to streamline asset transformation workflows for modern console deployment
- Mentored junior programmers on low-level memory constraints, reducing team onboarding times by weeks

Software Engineering Intern, The Coalition - Microsoft **May 2017 — Aug 2017**
Gears of War 5

- Owned the prototyping and algorithmic implementation of close-quarters combat gameplay mechanics in C++ and UE4
- Partnered with combat designers and animation engineers to achieve AAA-grade look, feel, and input response
- Exposed key C++ parameters to Blueprints, empowering design teams to run fast runtime iterations without code
- Maintained rigid memory and performance budgets enforced by senior engineers to keep the core codebase optimized

Education

Master of Science in Computer Science, Georgia Institute of Technology **Jan 2026 — Present**

- Specialization in Computer Graphics; In Progress.

Bachelor of Science in Computer Science, University of Calgary **Sep 2013 — May 2018**

- Concentrations in Computer Game Design and Computer Graphics, Minor in Philosophy

Languages and Technologies

Languages	Experience with C/C++, Lua, C#, Python
Game Engines	Experience with Unreal Engine 4, Unity3D, Godot, Proprietary custom engines
Frameworks and SDKs	Experience with SDL2, Nintendo Switch SDK, PlayStation 4 SDK, Proprietary frameworks
Version Control	Experience with Git, SVN, and Perforce