

MARC ALCÓN MELIÁ

C++ PROGRAMMER - GAME DEVELOPER

Valencia, Spain

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Associate game developer with over **6 years of learning**, during which I have **developed** a handful of **games across different genres** and with a **wide range of mechanics**, working together in **multi-disciplinary teams** (game designers, artists, animators, sound designers...) and knowing how to **communicate with them** clearly and successfully. Looking forward to apply all my acquired knowledge and skills to help boost **your company!**

EXPERIENCE

(Professional experience only, for personal projects check out [my portfolio](#) or [my GitHub profile](#))



GAMEPLAY PROGRAMMER (MASTER'S STUDIO)

Horizons Games, Barcelona (Spain)

JAN 23 - NOV 23

- Created a fully-fledged **in-house game engine** using C++ and **developed a game** making use of it.
- Designed, implemented and maintained **gameplay systems** together **with game designers**.
- Participated assiduously and actively in **code reviews** and **tackled a good amount of bugs**.



GAMEPLAY PROGRAMMER

Jaume I University, Castellón (Spain)

JUL 22 - SEP 22

- Developed a game using **Visual Studio** and **C#** to raise awareness about **social discrimination**.
- Added **tools to an already existing system** and **documented** correctly all the work developed.
- Treated topics such as **direct and indirect discrimination**, harassment, **fat-shaming**, racism...



MIND TRIPS

GAMEPLAY PROGRAMMER (INTERNSHIP)

Mind Trips, Valencia (Spain)

APR 22 - JUN 22

- Implemented from scratch the **AI system** of a narrative adventure game made in **Unity**.
- Applied various **algorithms** and **code design patterns**, always **keeping performance** in mind.
- Correctly **met all the deadlines** imposed by the client, **assuring quality** for each one of them.

EDUCATION

MASTER DEGREE IN "ADVANCED PROGRAMMING FOR AAA VIDEOGAMES"

"TECH TALENT", POLYTECHNIC UNIVERSITY OF CATALONIA

2022 - 2023

COLLEGE DEGREE IN "DESIGN AND DEVELOPMENT OF VIDEOGAMES"

JAUME I UNIVERSITY

2018 - 2022

PROGRAMMING SKILLS

C++



Unreal

C#



Unity

Python



SOFT SKILLS

- STRONG WORK ETHIC
- ADAPTABLE
- PROBLEM-SOLVER
- ATTENTIVE TO DETAIL
- PROACTIVE
- CREATIVE

LANGUAGES

Spanish Native

Catalan Native

English C1 (CAE Cambridge)

French A2 (DELF A2)

HOBBIES

During my free time, my go-to pastimes are playing videogames (especially **RPGs** or **roguelite games** such as **Fire Emblem**, **Persona**, **Hades**, **Dead Cells**...) and also reading books (**mystery/thriller books** are my favourite).

I also like to exercise myself when possible and I used to do **handball** and **competitive swimming**.