ÀLEX MELENCHÓN

GAME DESIGNER

PROJECTS

"HEARTS OF GREED"
2D RTS From Scratch - Lead Designer

"GAME FEEL & DIFFICULTY RESEARCH"
Personal Investigations - Pitched at Game Design Study Group

"CROAK-O-MATIC"
2D Puzzle Platformer -Gameplay & Level Designer

SKILLS

- Confident with **Game Design, Player Psychology& UI/UX**
- +3 years of Experience in **C++ / C#**
- +3 years developing in **Commercial & Custom Game Engines**
- Experience working in teams with **Agile & Version Control Tools.**
- Basic Knowledge of **3D Modeling** (Maya, 3D Max & Zbrush).
- Knowledge of **Concept Art** & **Animation** pipelines.
- **Game Design Study Group** Moderator & **Podcast Manager**

EDUCATION & TRAINING

BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT *Currently coursing (2018-Now; 3rd year)*

"BE MORE CREATIVE" *Coursera (2020)*

"POWER EXPLOSIVE TRAINING" *Fitness, training & learning (2019)*

GAMEDEV & UNITY COURSES *More info, check Linkedin (2018-Now)*

ABOUT ME

Hi I am a 20yo videogame enthusiast interested in:
Game Design, **Programming**, **Education & Player Psychology**.

SOFT SKILLS

- **English** (A2 & Self Taught), **Spanish** & **Catalan** (Mother Tongues)
- **Foster a good work environment**
- **Accountable** & **Organized**
- **Enthusiastic** & **Motivated**
- **Versatile** & good Work Ethic

INTERESETS & HOBBIES

- Running (Long Distances)
- Playing every videogame I can!
- Tbletop RPG as DM or Player.
- Tech, specially hardware
- Trying new things out & self-improvement

CONTACT

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Check out **My Portfolio**