

ÀLEX MELENCHÓN



GAME DESIGNER

ABOUT ME

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

"I believe videogames is the media which makes you deeply emotionally rooted to the art; and thus makes you experience it more"

SKILLS

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

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

EDUCATION & TRAINING

LONGLEY COLLEGE

Master of Fine Arts–Acting
2008 to 2010

- Recipient of the Sofia J. Morgan Award for Outstanding Stage Performers, 2009 - 2010
- Winner of Best Performance by a Student, 2008 - 2009

SOFT SKILLS

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

INTERESETS & HOBBIES

CONTACT

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SOCIAL

