# MARK MELIÁ

GAMEPLAY PROGRAMMER



### PROFILE

I am Marc Alcón Meliá, a junior programmer who has a strong passion for designing and programming videogames, especially if they contain any aspect related to AI, ML or VR.

### CONTACT

+34 655731053

Castellón de la Plana, Castellón, Spain marcaalconmelia@gmail.com My Linkedin

### PERSONAL SKILLS

- Good comunicator and comprehensive
- Quick and eager to learn new concepts
- Hard worker not only alone but also in a team
- Multi-tasking
- Capable of thinking "outside the box"

### EDUCATION

Jaume I University • 2018 -- 2022

**Design and Development of Videogames** 

Joan Baptista Porcar High School • 2012 -- 2018

Secondary Education and preparatory

### LANGUANGES

Spanish (Native)

Valencian (Native)

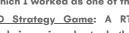
English (C1)

French (A2)

### SOFTWARE KNOWLEDGE

Unity

**Unreal Engine 4** 



Find them in My GitHub

## **PROJECTS**

The Antidote: A narrative adventure game with puzzles in which I worked as one of the two main programmers

2D Strategy Game: A RTS game that uses several AI techniques in order to do the smartest possible strategy Chess & Tails: A Rogue-like adventure developed for the GLOBAL GAMEJAM JANUARY 2022 in which I worked as the main game designer (The theme was DUALITY)

C#

SFML Wordle: A personal version of the world famous game that I decided to adapt into SFML.

#### C / Assembly

Life in the Shadows: GBA and NDS game that I programmed in a low level using tiles to draw the whole game itself

#### **Python**

Minesweeper: A small minesweeper game I did for fun with three difficulty levels

#### Kotlin

Covid Stats: A mobile app I did for the university that uses an API to display daily Covid Stats in each country of the world

Sea UJI Battle: Another mobile app for the university to play battleship in which I implemented a smart AI algorithm for the CPU to be challenging

WikiZelda: A mobile app that displays, making use of an API, several locations, characters, enemies... for each game of The Legend of Zelda saga.

### RESEARCH

You can find it in My GitHub too

#### Concurrency in Unity (written in Spanish)

How concurrency can be applied into Unity projects.

### Neural Network in Python (written in Spanish)

A neural network that recognizes handwritten digits.

### WORK EXPERIENCE

#### Mind Trips (Valencia) -- April 2022 ~ Actuality

Internship in which I worked as a programmer developing a VR escape room among other projects.

### PROGRAMMING KNOWLEDGE

C# **Python Kotlin** SQL C++ **HTML**