

MARK MELIÀ

GAMEPLAY PROGRAMMER



PROFILE

I am Marc Alcón Melià, 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

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[My LinkedIn](#)

PERSONAL SKILLS

- Good communicator 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

LANGUAGES

Spanish (Native) ● ● ● ● ●

Valencian (Native) ● ● ● ● ●

English (C1) ● ● ● ● ●

French (A2) ● ● ● ● ●

SOFTWARE KNOWLEDGE

Unity ● ● ● ● ●

Unreal Engine 4 ● ● ● ● ●

PROJECTS

Find them in [My GitHub](#)

C#

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)

OPHIUCHUS: CURRENTLY working on my Final Degree Project, that involves a procedural narrative and Rogue-lite arcadeish gameplay horoscope and tarot themed

C / Assembly

Life in the Shadows: GBA and NDS game that I programmed in a low level using files 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)

A research that I did with a colleague that explains what is concurrency and in which ways can it be applied into Unity projects.

Neural Network in Python (written in Spanish)

An adaptation about [Michael Nielsen's book](#) about how to develop a neural network that recognizes handwritten digits using stochastic gradient descent and backpropagation

PROGRAMMING KNOWLEDGE

C# ● ● ● ● ●

Kotlin ● ● ● ● ●

C++ ● ● ● ● ●

Python ● ● ● ● ●

SQL ● ● ● ● ●