github.com/markmeliaa



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C++ PROGRAMMER - GAME DEVELOPER

ALCÓN MELIÁ

Junior programmer with over 6+ years of programming experience both as an individual and in teams of varying size. Designed and developed with passion around 15-20 games of diferent genres and with a wide range of mechanics. Also strongly interested in Al and ML, and really curious about the implications those two topics can have in videogames. Looking forward to use my programming skills to help boost your company!

# XPERIENCE

### January 2023 -

MARC

### **LEAD GAMEPLAY PROGRAMMER - C++ PROGRAMMER**

Present

Horizons Games, Bcn (Spa) - Hibrid

- Learned to develop a game engine from scratch using mostly OpenGL.
- Followed a scrum methodology to deliver each game version in time.
- · Kept a good communication and coordination with other departments to know their needs and deliver the project as it should be expected.



May 2022 -

July 2022

#### **GAME DEVELOPER**

Jaume I University, Cs (Spa) - Hibrid



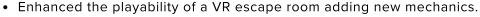
- · Acomplished to develop a serious game in Unity that concienciates about the discrimination that certain people suffer due to their physique.
- Learned a lot about programming patterns and met all the deadlines.

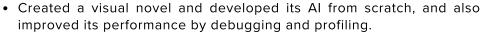
### April 2022 -

# June 2022

Mind Trips, VIc (Spa) - Remote









# EDUCATION

## "TECH TALENT", POLYTECHNIC UNIVERSITY OF CATALONIA

**GAME DEVELOPER (INTERNSHIP)** 

Master in Advanced Programming for AAA Videogames (2022 - 2023)

#### JAUME I UNIVERSITY

Degree in Design and Development of Videogames (2018 - 2022)

# **ANGUAGES**

**Spanish Native** 

**Catalan Native** 

English C1 (CAE Cambridge)

French A2 (DELF A2)

# ROGRAMMING SKILLS

**MAIN STRENGHTS** 

#### **ALSO GOOD WITH**

















