




MARC ALCÓN MELIÀ

C++ PROGRAMMER - GAME DEVELOPER

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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 different genres and with a wide range of mechanics. Also strongly interested in AI 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!

EXPERIENCE

**January 2023 -
Present**

LEAD GAMEPLAY PROGRAMMER - C++ PROGRAMMER

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

- Accomplished 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**

GAME DEVELOPER (INTERNSHIP)

Mind Trips, Vlc (Spa) - Remote

- Enhanced the playability of a VR escape room adding new mechanics.
- Created a visual novel and developed its AI from scratch, and also improved its performance by debugging and profiling.



EDUCATION

"TECH TALENT", POLYTECHNIC UNIVERSITY OF CATALONIA

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

JAUME I UNIVERSITY

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

LANGUAGES

Spanish Native

Catalan Native

English C1 (CAE Cambridge)

French A2 (DELF A2)

PROGRAMMING SKILLS

MAIN STRENGTHS



ALSO GOOD WITH

