

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)

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 work as a programmer developing a VR escape room among other projects.

PROGRAMMING KNOWLEDGE

C# ● ● ● ● ● Python ● ● ● ● ●
Kotlin ● ● ● ● ● SQL ● ● ● ● ●
C++ ● ● ● ● ● HTML ● ● ● ● ●