

MARC ALCÓN

SOFTWARE ENGINEER



PROFILE

I am Marc Alcón, a 21 year old boy who has a strong passion for programming, data structures, machine learning and AI.

CONTACT

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[My LinkedIn](#)

PERSONAL SKILLS

- Good Communicator
- Quick to learn new concepts
- Hard worker not only alone but also in a team
- Multi-tasking
- Ability to think "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

English (C1) ● ● ● ● ●

Spanish (Native) ● ● ● ● ●

Valencian (Native) ● ● ● ● ●

French (A2) ● ● ● ● ●

PROJECTS

[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: CURRENTLY working on advanced AI that simulates a Fire Emblem-ish strategy and battle game

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 3 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 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

[My GitHub](#)

Concurrency Research (in Spanish)

A research that I did with a colleague to learn how can concurrency be applied in Unity and which way is better.

We also did a Unity project to show why is concurrency important, using an A* pathfinding algorithm with some entities trying to solve the maze concurrently vs. some of them trying to solve it not concurrently.

SKILLS AND KNOWLEDGE

C# ● ● ● ● ●

Kotlin ● ● ● ● ●

C++ ● ● ● ● ●

Python ● ● ● ● ●

C ● ● ● ● ●

HTML & CSS ● ● ● ● ●