



ÀLEX MELENCHÓN



GAME DESIGNER

FEATURED PROJECTS

"THE MANDALORIAN: ASHES OF THE EMPIRE"

3D Fast-paced Roguelite - Combat Designer & Programmer

"GAME FEEL & DIFFICULTY RESEARCH"

Personal Investigations - Pitched at Game Design Study Group

"HEARTS OF GREED"

2D RTS From Scratch - Lead Designer

Check all of the Projects in my [Portfolio](#)

SKILLS

- Confident with **Game Design, Player Psychology & UI/UX**
- +3 years of Experience in **C++ / C#**
- +3 years developing in 2D & 3D **Commercial & Custom Engines.**
- Experience working in teams with **Agile & Version Control Tools.**
- Basic Knowledge of **3D Modeling, Art & Animations** pipelines.
- **Game Design Study Group** Moderator & **Content Manager**

EDUCATION & TRAINING

BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT *Currently coursing (2018-Now; 3rd year)*

"**BE MORE CREATIVE**" *Coursera (2020)*

UNREAL & UNITY COURSES *Listed in LinkedIn (2018-Now)*

ABOUT ME

Hi I am a 20yo videogame enthusiast interested in:

Game Design, Programming, Education & Player Psychology.

SOFT SKILLS

- **English** (Intermediate), **Spanish & Catalan** (Mother Tongues)
- **Foster a good work environment**
- **Accountable & Organized**
- **Enthusiastic & Motivated**
- **Versatile & Good Work Ethic**

INTERESSETS & HOBBIES

- Running (Half Marathons)
- Tabletop RPG as DM or Player.
- Tech, specially hardware.
- Trying new things out & self-improvement

CONTACT

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Check out [My Portfolio](#)

