

ALBERTO MELLADO CRUZ

ABOUT ME



I am **Alberto Mellado Cruz**, a Spanish programmer studying my 4th year in Design and Development of videogames. I was born the **27/04/1996** in Madrid, **Spain**. I am a member and creator of OverPowered-Team. I love prototyping, taking part in Jams and creating shaders.

My phone number is **+34 639 20 72 42** and my e-mail is **albertomelladoc@gmail.com**

STUDIES

ESNE

2014 - 2018 Degree in Design and Development of Videogames

Learning from the basics the keys of videogame development. Focusing on programming in multiple platforms, such as, Unity, Unreal, OpenGL, SFML, Maxscript, Cocos2D, Box2D, JS, Java and HTML.

GPA {0-4} PER YEAR -> CURRENT: **3.61** - 3RD: 3.59 - 2ND: 3.44 - 1ST: 3.47

MADRID'S COMMUNITY SCHOLARSHIP FOR ACADEMIC EXCELLENCE 2017 - 2018

SOFTWARE



LANGUAGES

-English C1 Cambridge Advanced Test 2015

-Spanish Native

-Internship at Barco -KORTRIJK, BELGIUM

-B2 Cambridge First Test 2014

-English Course 2014-MONTREAL, CANADA

PROGRAMMING

-C#

-Java



-C

-CG / HLSL



-C++

-JavaScript



-SQL

-HTML&CSS



EXPERIENCE



JULY - AUGUST 2017 Barco (Belgium) - AR Multiplayer Experience

Designing and implementing a SW pipeline for Augmented Reality experiences in Unity. Including a multiplayer and multi-screen interaction system.



FEBRUARY - MAY 2017 Mixideas - Web Programming

Developing a gamified webpage intended for entrepreneurs using Codeigniter's framework.



SEPTEMBER 2016 - FEBRUARY 2017 Intern in the Department of QA

Supporting the QA Department by testing both the videogame catalogue and the Cloud Gaming Platform. Interlocutor between the Development and Editorial Departments.



JULY 2016 - SEPTEMBER 2016 League in Unity

Developing League of Legends in Unity as a personal project. A recreation of the League of Legends Environment.



2014 - PRESENT OverPowered Team

Creating games, publishing some and prototyping several more. Currently working on Profane a bullet hell with a boss rush structure that proposes a mechanic of life and currency based in time.



2015 - 2018 Ludum Dare

Participant 6 times in a row in the 48h Ludum Dare in the Compo category. Max(37th) was awarded the 28th place in Innovation.

SCHOLARSHIPS & AWARDS



2017 Madrid's Region

Government grant for academic excellence.



2017 Abalia

Youth creative ideas award. Granted for Timeye a VR Tourism App.



2017-18 HackForGood

17 - 2 awards.
18 - 3 awards.



2012 Ruta Quetzal BBVA

Grant received through an academic contest by writing a book on José Celestino Mutis