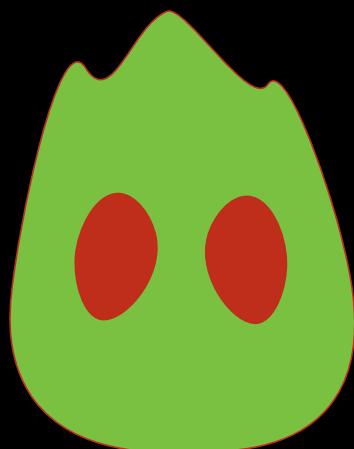
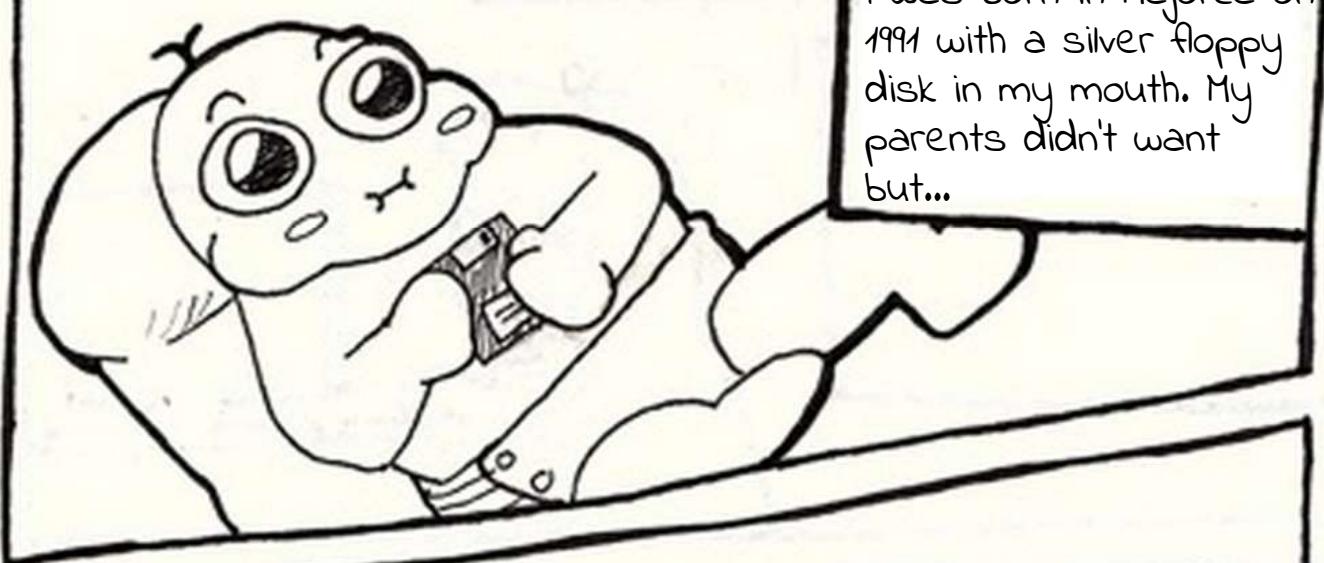


IT'S
DANGEROUS
TO READ MY CV
ALONE,
TAKE THIS!

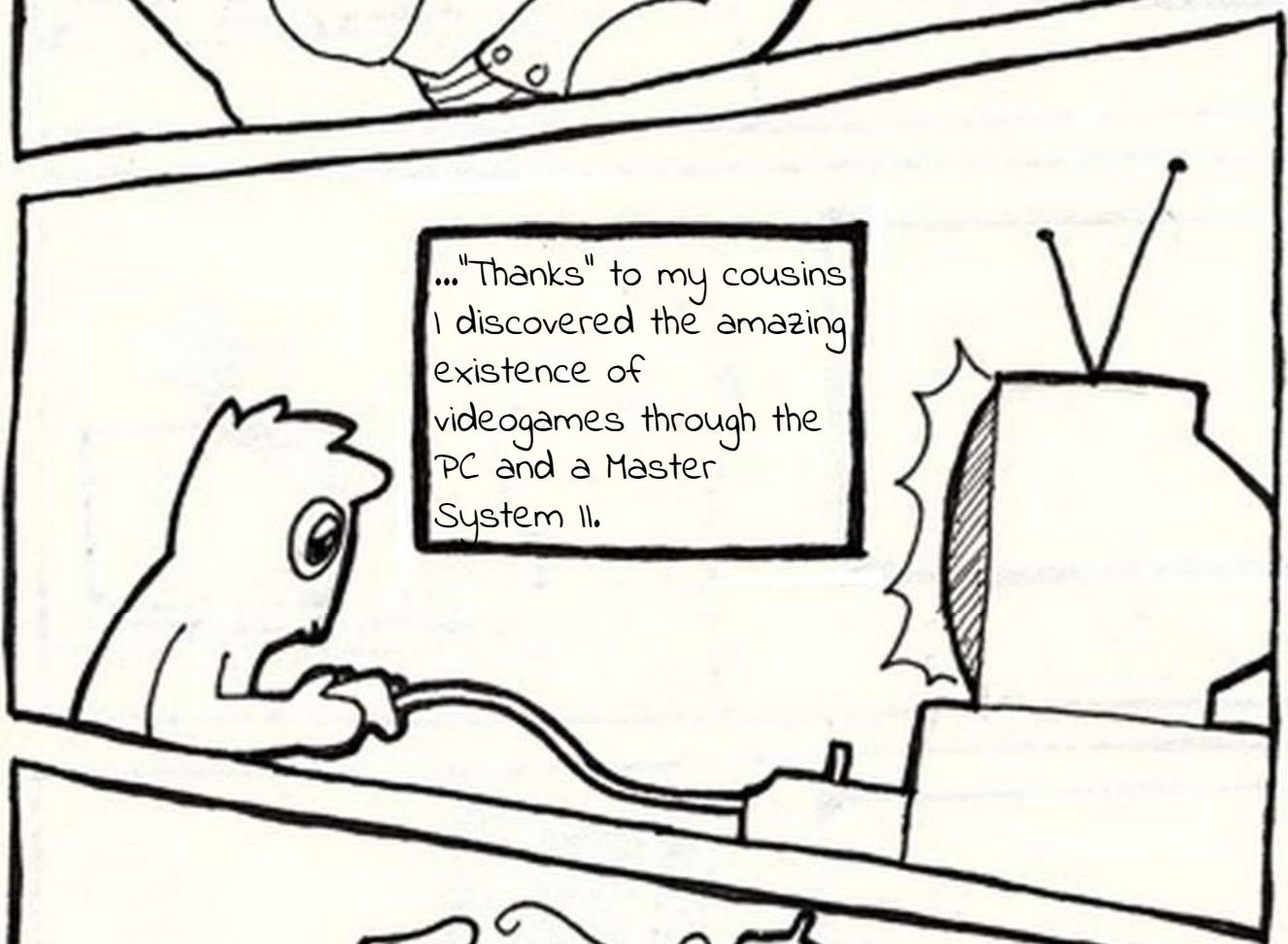


Toni Alarcón Mesquida

ORIGINS



I was born in Majorca on 1991 with a silver floppy disk in my mouth. My parents didn't want but...



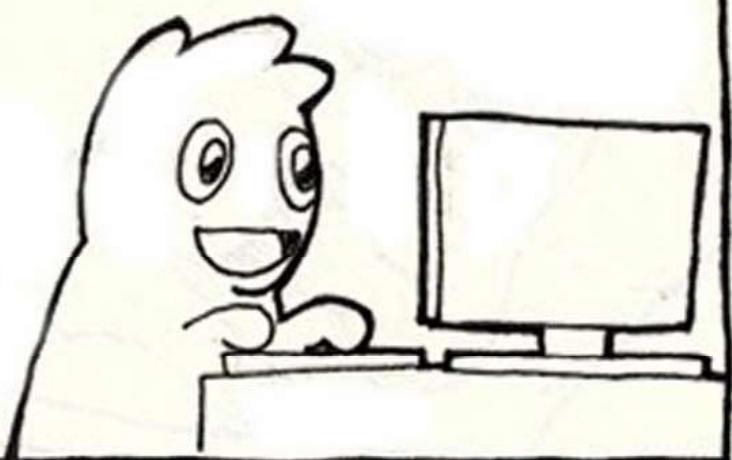
... "Thanks" to my cousins I discovered the amazing existence of videogames through the PC and a Master System II.



After receiving as a gift my first Nintendo 64 console, my life became pixelated.

EDUCATION

I always wanted to work in videogames so the closest degree I thought about was Computer Engineering. So I started it at the University of the Balearic Islands...



...but after 4 years, my illusion became despair. So I had an existential crisis. It was that what I really wanted to do?



To clear my mind, I applied for an ERASMUS exchange in Sweden, where I finally completed my degree after a lot of work and effort. YAY!

My ERASMUS experience helped me to step outside my comfort zone, improve considerably my english and learn and discover a lot of new countries and nationalities. We could call it a success.



WORK EXPERIENCE

After my ERASMUS exchange I spent two summers in Iceland as cook helper, waiter, and computer maintenance. I learned teamwork and appreciate summers over 15 degrees.

Squeaaak

In my internship at Logitravel I learned how an IT company works, its organization and hierarchy. I also learned to not appreciate databases.

Everything will be alright...

Databasessss....

REVELATION

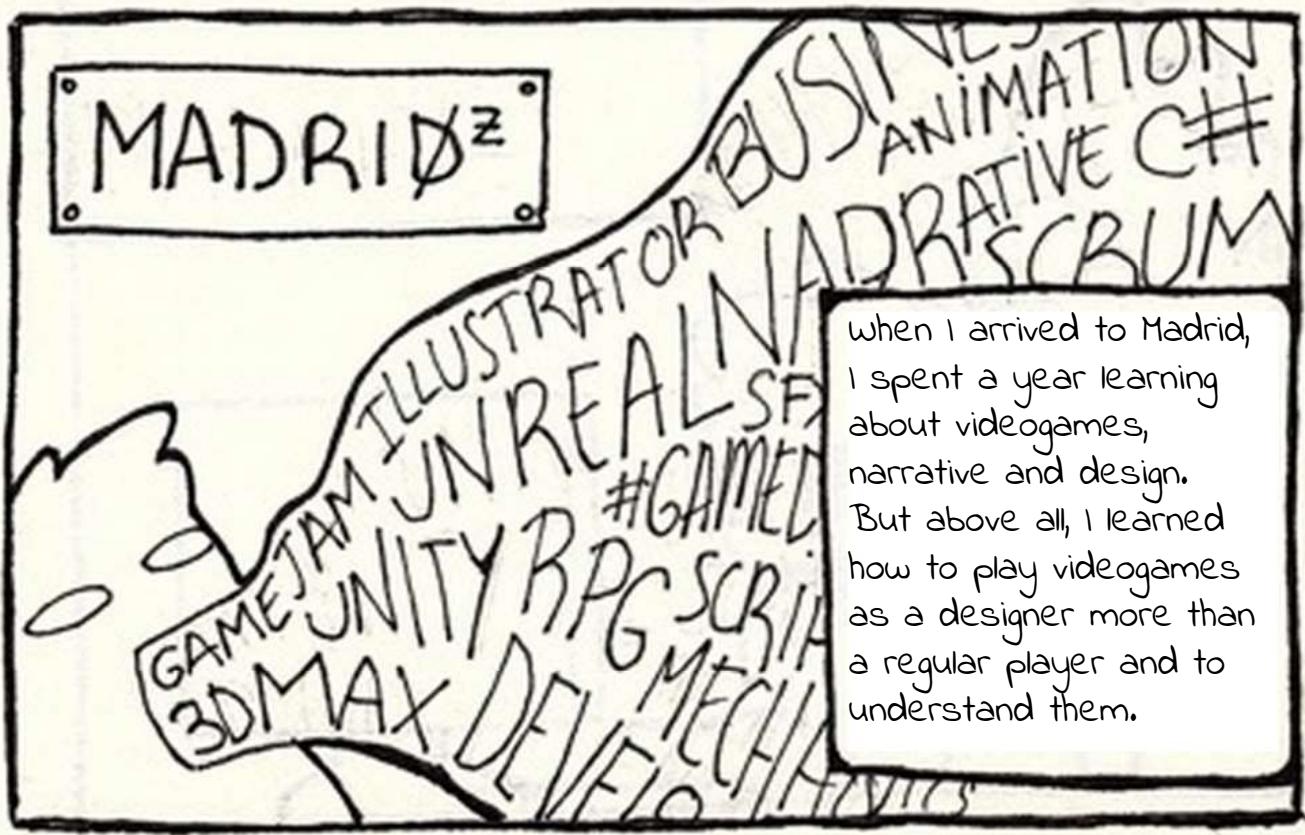
when I realized that I didn't like so much "pure" Computer Science I started a Master on videogames in Utrecht, Netherlands. But then... I discovered the Game Designer role. wow, that sounded cool!



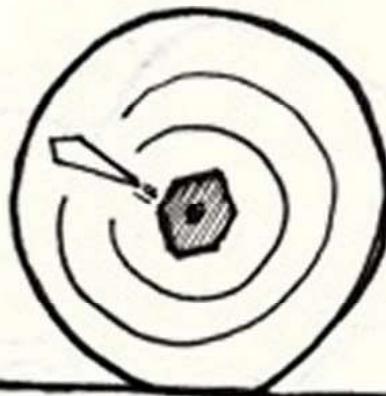
Then, after a quite messed up month (broken arm included) I decided to risk it all and go to Madrid to do a Master on Game Design, since the one in Utrecht was more science related. It was a really hard decision.

• MADRID² •

when I arrived to Madrid, I spent a year learning about videogames, narrative and design. But above all, I learned how to play videogames as a designer more than a regular player and to understand them.



PROJECTS



CHROMADELIC

Colorful rythm game where you have to avoid the bullets following the beat. It happened to be so hard that was extremely fun. Winner of the best soundratck of the Global Game Jam 2017.

AGORA

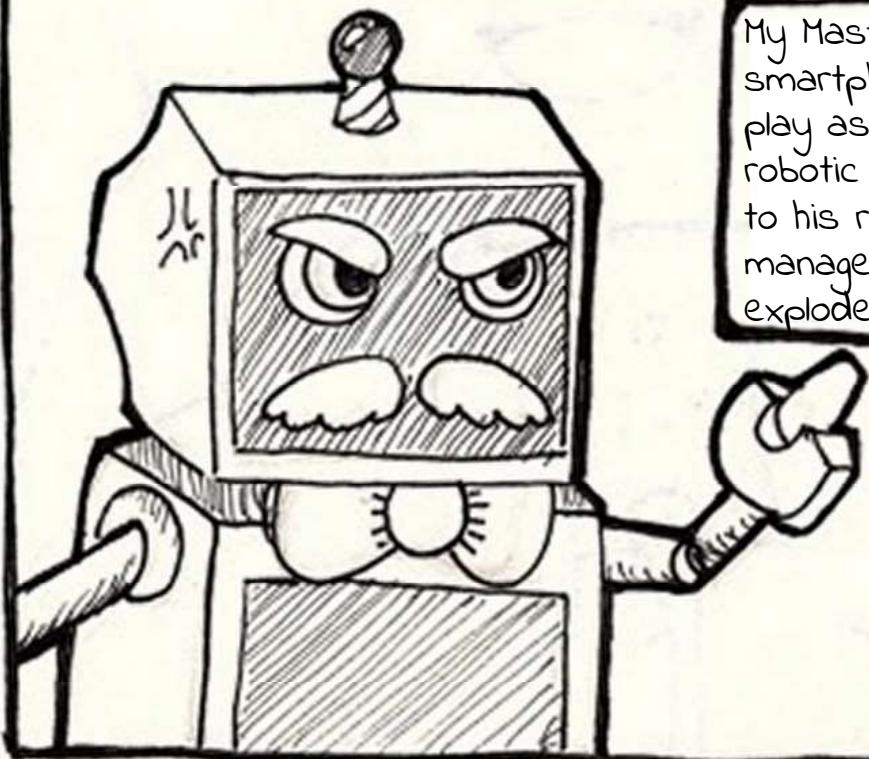
A Game Jam game where you play as a boy that has to get out from his comfort zone.

A platformer with bits of psychology.



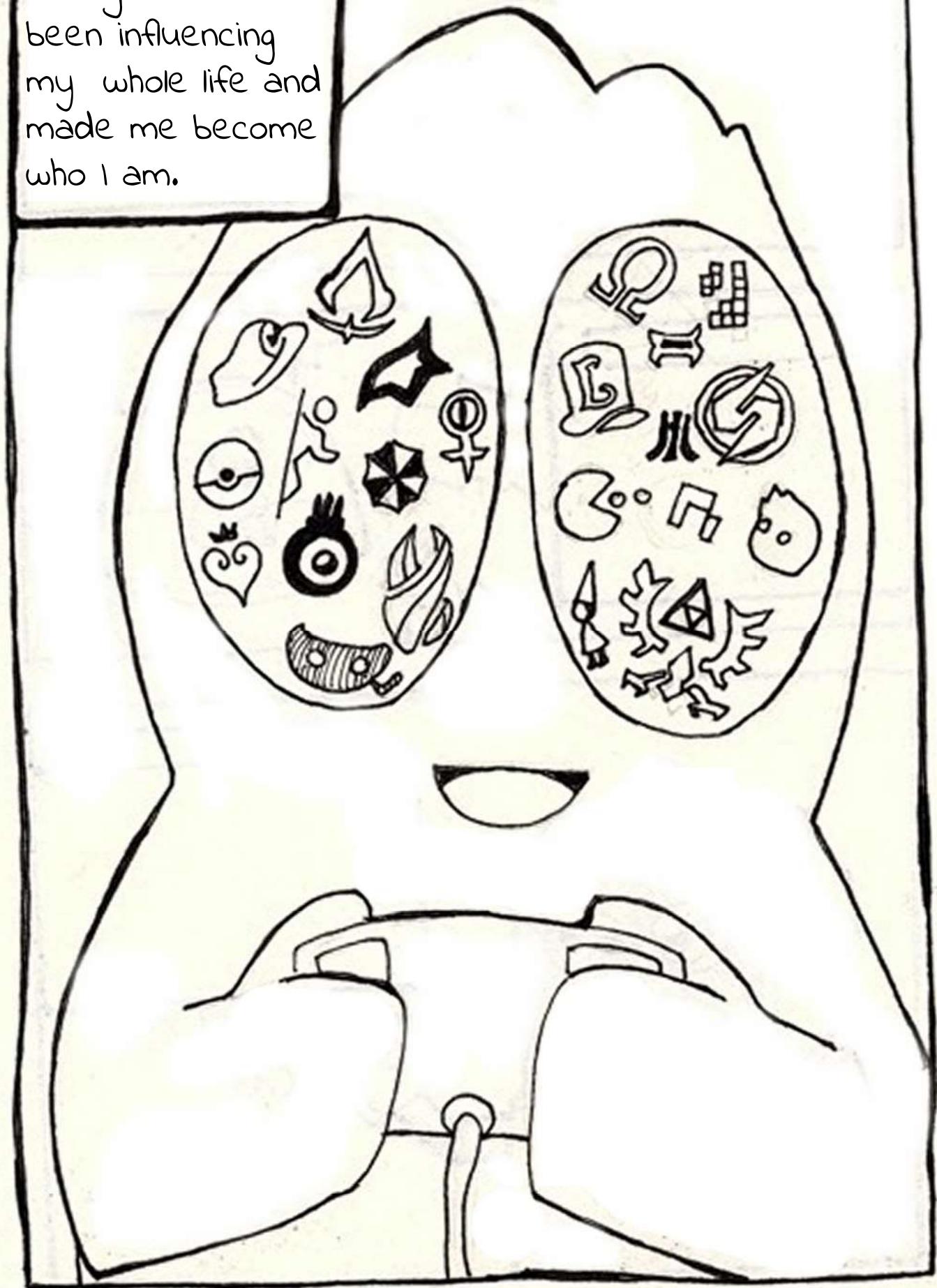
How To RoBoT

My Master's final project. A smartphone game where you play as Mr. Robofessor, a robotic professor that is close to his retirement and has to manage his stress to avoid explode at class.



IN SHORT

videogames have been influencing my whole life and made me become who I am.

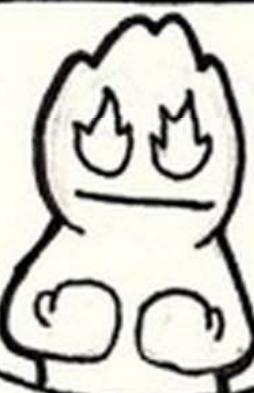


WHY ME?

Because I think I can contribute to improve the industry with my ideas.



I'M MOTIVATED!

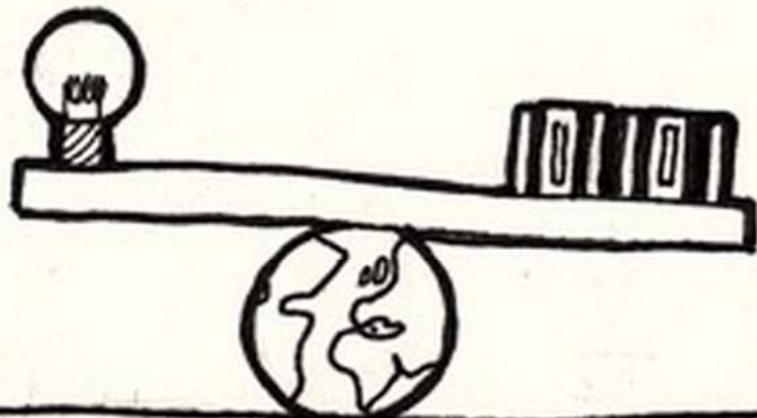


I can adapt to anything you offer me.

It's said that you know a person through the games they play. So here are my TOP5.

- 1) Shadow of the Colossus
- 2) Mario Galaxy
- 3) Stanley Parable
- 4) Dead Space
- 5) Patapon

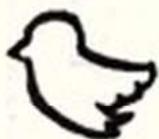
Because I'm a combination of creativity, computer knowledge and worldly experience.



If you want to know more about me...

TONI ALARCÓN

Game designer and developer



@tonimi91



/in/tonimi



+34 670496915

Thank you very much!

