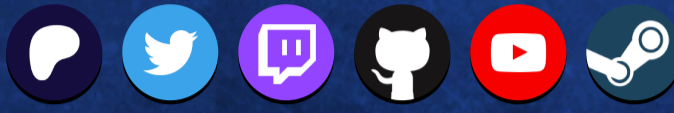


MARC ROBLEDO

I'm a 38 years old freelance web, software & videogames developer. I started coding on my own when I was a child and, since then, I've been progressing onto new languages and technologies. I keep discovering new web possibilities daily!

Follow me:

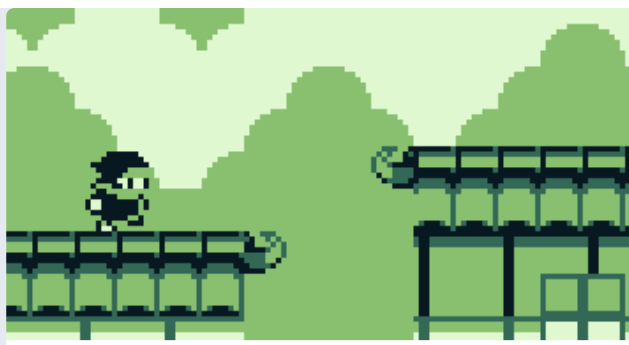


Works



Rom Patcher JS

A web app capable of applying (and creating) IPS, BPS, xdelta and other patch formats to retro videogame ROMs, directly from your web browser.



Ninjack

A Game Boy videogame prototype coded purely in assembly language. This was my degree's final project, and one of the most important challenges I ever had.



Dracula Prototype

A run and gun videogame using a custom HTML5 videogame engine built off of the ground. It was abandoned due to lack of time, but I keep it here as a PoC prototype.



Animal Crossing: New Leaf Savegame editor

A web app that allows you to edit your ACNL map, items & a lot more! It had been the truly first HTML5 savegame editor back in the day.



Savegame editors

A compilation of more savegame editors released after the HTML5 savegame editing proof with ACNL. Includes editors for Zelda: Breath of the Wild, Kid Icarus Uprising and more!



Super Game Boy Border Injector

Converts a Game Boy game into a compatible Super Game Boy game by adding your own custom border and palette easily!



SFV Checker

An online CRC32, MD5 and SHA1 file integrity calculator. No file upload is required, magic is done by the web browser!



Minidex

A lightweight web app that compiles all the locations of all Pokémon across every game in the series. Find Pokémon information quickly and keep track of your Pokédex progress!



RetroArch Playlist Editor

This web app allows you to create and edit .lpl playlist files for RetroArch. Useful to manage playlists in handheld RetroArch versions.



Massive File Renamer

A web app that can be used to build a script file that will massively rename your file names.

Videogame translations and hacking

I grew up with video games like many others and to this day they are still a big part of my life.

Due to this I am deeply committed to the preservation of video game history. For me, this means more than just preserving copies of every game; it involves adapting classic games to ensure they remain accessible and enjoyable for as many people as possible.

For that reason, many years ago, I decided to contribute to the video game scene by translating games from Japanese to English and offering improved versions of classic games that deserved a second chance.



Mega Man World 3 DX

A colorized remaster of Game Boy Mega Man III that works on real GBC hardware



Mega Man World 5 DX

A colorized remaster of Game Boy Mega Man V that works on real GBC hardware



Samurai Kid - English translation

Full english translation for Samurai Kid, a Japan exclusive puzzle platformer



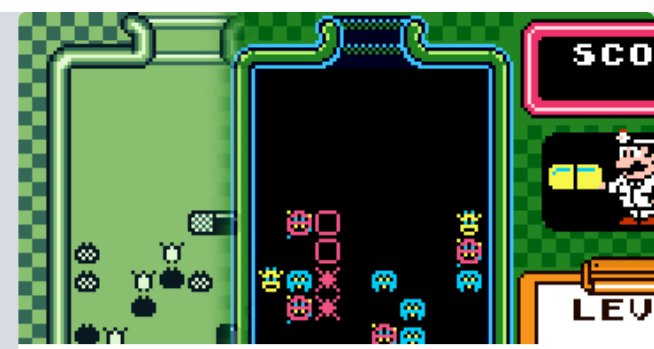
Mobile Golf - English translation

Full english translation for Mobile Golf, a Japan exclusive Mario Golf sequel



Super Robot Pinball - English translation

Full english translation for Super Robot Pinball, a Japan exclusive game made by Pokémon Pinball developers



Dr. Mario DX (GB to GBC)

Full colorization hack, made entirely in ASM



The lost vikings (GBA)

Palette restoration



Blackthorne (GBA)

Palette restoration



Donkey Kong Country (GBA)

Palette restoration



Rockman Battle & Fighters Translation

Basic english translation for this Japan exclusive Neo Geo Pocket Color title

Podcasting

I also like talking about videogames! Currently I participate in two podcasts (spanish speaking only).



Viciados Podcast

Liderado por @slobulus, Viciados Podcast habla de videojuegos de ayer, de hoy y de mañana.



A link to the podcast

Dirigido por @manulmena, un podcast enfocado a Nintendo. Colaboración esporádica en la sección Enlace al pasado.