

# Joel Mariscal

Game Designer

<https://www.linkedin.com/in/jomarisc/>  
[j.mariscal.132@gmail.com](mailto:j.mariscal.132@gmail.com)  
<https://jomarisc.github.io/>

Watsonville, CA 95076  
831.576.7198

## Skills

- Experience with **Unity 3D**
- Proficient in **C#** and **C++**
- Familiarity with 3d modeling tools
- Indie experience
- Strong oral and written communication skills
- Awareness of spatial and mechanical First-person principles
- Eagerness to collaborate
- Good feel for fun and engagement
- Ability to analyze gameplay experiences, identify problems, and generate solutions

## Projects

**Gameplay Engineer** - *Project Psykey* - February 2022

- Used Unity C# to design overall game feel and player experience.
- Drafted initial level designs and layouts, then finalized said designs after testing and feedback.
- Worked with post-processing effects to mimic static noise/look of security camera footage.
- Created a “layer shift” mechanic to enter/exit the Z-axis within a 2D game.

**Gameplay Engineer** - *Fish N Ships* - June 2021

- Utilized text-based scripts to manage game systems.
- Designed and iterated several versions of a fishing system.
- Innovated reeling mechanics, fish resistance systems, and chain events.
- Mediated scrum meetings and collaborated with project members.

**Technical Artist** - *Guilty Graphics* - June 2020

- Created level from scratch in Unity 3D.
- Recreated cel-shading found in ArcSystemWorks’ fighting games such as Guilty Gear.
- Utilized Cg / HLSL to create shader files in order to achieve a specific aesthetic.
- Used Blender to create accurate 3D models of Guilty Gear character outfits/weapons.

## Experience

**Instructional Aide** *Diamond Tech* 2022 – Present

- Math and engineering focus.
- Collaborate with teachers to create digestible curriculum.
- Consider perspectives and experiences of student body in order to more effectively present lessons.

**Game Researcher** *Freelance* 2021 – Present

- Research intricate game systems and mechanics.
- Construct detailed documents explaining player interactions and dynamics
- Author frame-by-frame analyses and summaries.

**Game Analyst** *UCSC* Sep 2016 – 2021

- Directed intercollegiate associations.
- Organized in-state and out-of-state extracurricular studies centered in game design and player experience.
- Participated in playtests and gathered feedback.

**IT Technician** *Bewley’s Cleaning* 2019 – 2020

- General technical assistance.
- Ensured smooth operation of equipment.

## Education

**University of California, Santa Cruz**

**B.S. Computer Science: Game Design**

Dean’s Honors List

## Awards/Achievements

**Perfect Academic Attendance**

**National Merit Scholarship Program** – (Top 2%)

**UCSC Games Showcase** – Finalist

**UCSC Games Showcase** – BANANAS Award

**Created Meta-Defining Gameplay Guides**