

Joel Mariscal

Game Designer | Programmer | Artist

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EDUCATION

University of California, Santa Cruz *BS Computer Science: Game Design*

Class of 2021, Dean's Honors List

PROJECTS

Project Psykey — Feb 2022 [Brackey's Game Jam 2022.1] *Horror Platformer* (Programmer, Artist)

Night Rider — Dec 2020 *Arcade Racer* (Programmer, Artist)

Guilty Graphics — June 2020 *Visual Project* (3D Modeler, Shader Implementation)

The Painter's Instrument — Sept 2019 *ProcGen Image* (Programmer)

Owl Long Day — March 2019 - June 2019 *2D Platformer* (Artist)

Potemkin's Hammerfall Adventure — Feb 2019 *2D Platformer* (Programmer, Artist, Sound Designer)

Where's My Fishin' Son? — Jan 2019 *Bullet Hell* (Programmer, Artist, Sound Designer)

EXPERIENCE

Freelance Graphic Designer — Nov 2020 - Present Watsonville, CA

- Develop graphics and layouts for product illustrations and company logos
- Review final layouts and suggest improvements
- Prepare illustrations or rough sketches of material

SKILLS

C#
Unity, Github, Blender,
Photoshop, Illustrator

GAME JAMS

Brackey's Game Jam 2022.1

LANGUAGES

English, Spanish