Joel Mariscal

Game Designer | Programmer | Artist

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EDUCATION

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

Class of 2021, GPA 3.41, Dean's Honors List

PROJECTS

Project Psykey — Feb 2022 [Unity 2D]
Horror Platformer (Programmer, Artist)

Fish N Ships — June 2021 [Unity 3D]
3D Fishing Game (Programmer, Artist)

Night Rider — Dec 2020 [Unity 3D]
Arcade Racer (Programmer, Artist)

Guilty Graphics — June 2020 [Unity 3D]
Visual Project (Artist, Shader Implementation)

The Painter's Instrument — Sept 2019 [JavaScript]
ProcGen Image (Programmer)

Owl Long Day — March 2019 - June 2019 [Phaser]
2D Platformer (Artist)

Potemkin's Hammerfall Adventure — Feb 2019 [Construct]
2D Platformer (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