

Joel Mariscal

Software Engineer

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Skills

- | | | | |
|---------------|--------------|---------------|---------------------|
| • Unity3D | • C# | • Git | • Scrum |
| • Unity2D | • C/C++ | • GitHub | • Game Systems |
| • Phaser | • JavaScript | • Blender | • Gameplay |
| • Construct 3 | • OOP | • Photoshop | • Game Feel |
| | | • Illustrator | • Player Experience |

Projects

Software Engineer - *Project Psykey* -

February 2022

- Designed overall game feel and player experience.
- Drafted initial level designs and layouts, then finalized said designs with slight modifications.
- Created a pick-up and drop-off item interaction for the player.
- Created a “layer shift” mechanic to enter/exit the Z-axis within a 2D game.

Software Engineer - *Fish N Ships* -

June 2021

- Initiated and mediated scrum meetings between project members.
- Designed and iterated several versions of a fishing system.
- Developed reeling mechanics, fish resistance systems, and “combo-catches”.
- Used Blender and Adobe Photoshop/Illustrator to create both 3D models and the game’s UI.

Software Engineer - *Guilty Graphics* -

June 2020

- Recreated cel-shading found in ArcSystemWorks’ fighting games such as Guilty Gear Xrd.
- Used Blender to create accurate 3D models of Guilty Gear Xrd’s character outfits/weapons.
- Translated Guilty Gear XX Accent Core +R’s 2D Paris stage into a 3D modeled one.
- Implemented UV mapping to color 3D models.

Experience

Technician *Bewley’s Cleaning* 2019 – 2020
General data entry and technical assistance.

Game Analyst *UCSC* Sep 2016 – Jun 2021
Directed intercollegiate associations which conducted both in-state and out-of-state extracurricular studies in order to understand **game design** and **player experience**.

Education

University of California, Santa Cruz
B.S. Computer Science: Game Design
Dean’s Honors List

Awards/Achievements

National Merit Scholarship Program – (Top 2%)
UCSC Games Showcase – BANANAS Award
Guilty Gear Xrd Rev2 – (Top 1% of players)