

Joel Mariscal

Game Developer

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Skills

- Experience with Unity/Unreal
- Proficient in C# and C++
- Familiar with Level Design
- Experience with Blender+Maya
- Indie game experience
- Strong written and verbal communication skills
- Knowledge of visual design concepts
- Collaborative mindset
- Ability to receive feedback
- Fast learner
- Flexible and adaptive

Projects

Game Designer - *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.

Game Designer - *Fish N Ships* - June 2021

- Utilized text-based scripts to manage game systems.
- Designed and iterated several versions of a fishing system and levels.
- Innovated reeling mechanics, fish resistance systems, and chain events/logic via scripting.
- 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 documentation 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