Joel Mariscal

Game Designer | Artist | Programmer

9 Sill Road
Royal Oaks, CA 95076
831.319.1347
j.mariscal.132@gmail.com
jomarisc.github.io

EDUCATION

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

SEPTEMBER 2016 - JUNE 2021

PROJECTS

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

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 (Artist, Programmer, Sound Designer)

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

WORK EXPERIENCE

Freelance Graphic Designer — *Nov 2020 - Present*
JJLG, Watsonville, CA

- Develop graphics and layouts for product illustrations, company logos, and internet websites.
- Review final layouts and suggest improvements as needed.
- Prepare illustrations or rough sketches of material, discussing them with clients or supervisors and making necessary changes.

SKILLS

C++, C#, C, Java, JS

Unity, Photoshop, Illustrator, Blender, Aseprite, Github

Excel, Word, Powerpoint

AWARDS

Dean's Honors List

LANGUAGES

English, Spanish