

JOEL MARISCAL

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SUMMARY

SW Developer with 5+ years of programming experience, 10+ years of leadership and volunteer experience. Strong interpersonal and collaborative skills, team player and eager to learn new technologies.

SKILLS

Skills: Data Structures & Algorithms, C/C++, C#, Unity, Unreal Engine, UI/UX Design, JavaScript, Adobe Photoshop, Adobe Illustrator, Agile, SCRUM, JIRA

EDUCATION

University of California - Santa Cruz

Bachelor's, Computer Science

- Dean's Honors
- UCSC Game Showcase Award Winner
- Coursework in Algorithms and Data Structures

PROFESSIONAL EXPERIENCE

Diamond Technology Institute

Instructional Aide

Watsonville, CA, USA

October 2022 - Present

- Math and engineering focus.
- Collaborate with teachers to create curriculum.
- Consider perspectives and experiences of student body.
- Assist students and staff with programming subjects.

Freelance

Game Developer

Watsonville, CA, USA

- Research and play test intricate game systems and mechanics.
- Construct detailed documentation explaining player interactions and dynamics.
- Author frame-by-frame analyses and summaries.

UCSC

Game Analyst

Santa Cruz, CA, USA

- Directed intercollegiate student associations.
- Organized student-led extracurricular studies centered in game design and player experience.
- Participated in product playtests and gathered feedback / issues.

Bewley's Cleaning

IT Support

Santa Cruz, CA, USA

- General technical assistance.
- Ensured smooth operation of equipment.

PROJECTS & OUTSIDE EXPERIENCE

Project Psykey

Game Developer

- Used Unity C# to design overall game feel, level flow, and user experience.
- Drafted basic level designs and scope, then finalized said designs after play-testing and feedback.
- Collaborated with team members and mediated scrum meetings.
- Implemented post-processing effects (color grading, vignette, VHS filters, etc.)

Fish N Ships

Game Developer

- Utilized scripts to manage User Interface and several game systems.
- Designed and iterated several versions of a fishing system and levels.
- Directed playtests and gathered user feedback.
- Mediated scrum meetings and collaborated with project members.