Joel Mariscal

Game Designer | Programmer | Artist

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EDUCATION

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

Class of 2021

PROJECTS

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

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 (Programmer, Artist, Sound Designer)

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