

# Joel Mariscal

Game Designer | Artist | Programmer

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**PortfolioLINK**

## 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