

# Joel Mariscal

Game Developer

<https://www.linkedin.com/in/jomarisc/>  
[j.mariscal.132@gmail.com](mailto:j.mariscal.132@gmail.com)  
<https://jomarisc.github.io/>  
<https://linktr.ee/jmdev>  
Watsonville, CA 95076  
831.576.7198

## Skills

- |                  |                  |                |                  |
|------------------|------------------|----------------|------------------|
| • <b>Unity3D</b> | • <b>C#</b>      | • Git / GitHub | • Problem Solver |
| • <b>Unity2D</b> | • <b>C / C++</b> | • Blender      | • Scrum / Agile  |
| • Phaser         | • JavaScript     | • Photoshop    | • Game Systems   |
| • Construct 3    | • OOP            | • Illustrator  | • Gameplay       |

## Projects

**Game Researcher**      *Written Guides*      2021 – Present

- Researched character-specific information, and published excel sheets / research documents.
- Communicated with **NA and EU** communities to gather information.

**Game Designer**      - *Project Psykey* -      February 2022

- Designed overall game feel and player experience.
- Drafted initial **level designs** and layouts, then finalized said designs with slight modifications.
- 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

- Initiated and mediated **scrum meetings** between project members.
- Designed and iterated several versions of a fishing system.
- Developed reeling mechanics, fish resistance systems, and “combo-catches”.
- Used **Blender** and **Photoshop/Illustrator** to create both 3D models and the game’s UI.

**Technical Artist**      - *Guilty Graphics* -      June 2020

- Recreated cel-shading found in ArcSystemWorks’ fighting games such as Guilty Gear Xrd.
- Utilized **Cg / HLSL** to create shader files in order to achieve said aesthetic.
- Used **Blender** to create accurate **3D models** of Guilty Gear Xrd’s character outfits/weapons.
- Translated 2D sprite backgrounds from Guilty Gear into 3D modeled ones.

## Experience

**Technician**    *Bewley’s Cleaning*    2019 – 2020  
General data entry and technical assistance.

**Game Analyst**    *UCSC*    Sep 2016 – Jun 2021  
Directed intercollegiate associations which conducted both in-state and out-of-state extracurricular studies in order to understand **game design** and **player experience**.

## Education

**University of California, Santa Cruz**  
*B.S. Computer Science: Game Design*  
Dean’s Honors List (GPA 3.41)

## Awards/Achievements

**National Merit Scholarship Program** – (Top 2%)  
**UCSC Games Showcase** – BANANAS Award  
**Guilty Gear Xrd Rev2** – (Top 1% of players)