

Joel Mariscal

Software Engineer

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Portfolio - <https://jomarisc.github.io/>

Github - <https://github.com/jomarisc>

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Skills

Experienced software engineer with a background in game development, game design, UI/UX, and 2D/3D art.

Skilled in C#, C++, Unity, and Blender.

Proficient with Github, Photoshop, and Illustrator.

Projects

Project Psykey / Software Engineer [Unity 2D]

FEB 2022 - <https://joyung.itch.io/project-psykey>

Collaborative game development for Brackey's Game Jam 2022.1 which had over 10k participants. Programmed several game mechanics, used external audio design software to make engaging sound design, created pixel art and animations.

Fish N Ships / Software Engineer [Unity 3D]

JUNE 2021 - <https://gameshowcase.ucsc.edu/project/fish-n-ships/>

Senior Capstone Project. Receiver of BANANAS Award. Solo Developer. Designed game systems, tailored visual effects and particle systems, modeled player meshes and 3D environment art.

Guilty Graphics / Software Engineer [Unity 3D]

JUNE 2020 - <https://github.com/jomarisc/guiltygraphics>

Implementation of ArcSystemWorks-style cel shading within Unity.

Education

University of California - Santa Cruz

BS Computer Science: Game Design

CLASS OF 2021, GPA 3.41, DEAN'S HONORS LIST

Led intercollegiate associations with the interest of furthering external participants' familiarity with campus events and programs.

Assisted in opening new avenues for students to receive education in the form of online resources and asymmetric classroom attendance.

Participated in both in-state and out-of-state extracurricular events and studies with external collegiate students.

Awards

National Merit Scholarship Program - Letter of Commendation (Top 2%)

UCSC Games Showcase 2021 - [B-A-N-A-N-A-S Award](#)