

# Mano Marichal



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## Projects

### C compiler [↗](#)

C++, LLVM

A program able to compile most of the C language to MIPS Assembly

### Size-- [↗](#)

C++

Compression software, implemented seven different algorithms to compress various files to binary data

### LVL Football site [↗](#)

Python, Flask, Bootstrap, PostgreSQL, HTML/CSS, Nginx, Docker

Full stack website using microservices for a football competition.

### Untitled metroidvania [↗](#)

Godot, GDScript, FMOD

Indie game I am currently working on

## Education

### MSc Game Studies and Engineering

University of Klagenfurt [↗](#)

10/2022 – present | Klagenfurt, Austria

### BSc Computer Science

University of Antwerp [↗](#)

09/2018 – 07/2021 | Antwerp, Belgium

Great Distinction

## Experience

### Barista

The Playground [↗](#)

11/2021 – 04/2022 | Antwerp, Belgium

Student job

Responsible for managing a boardgame store/bar

### Data processing

Antwerp Management School [↗](#)

10/2017 – 01/2018 | Antwerp, Belgium

Student job

Processing of data from a research on leadership in teams

## Skills

### Programming Languages

C++, Python, C#, HTML/CSS, GDScript, Javascript, PostgreSQL, LaTeX, MIPS Assembly, Bash

### Game development

Godot, Unity, GameMaker Studio

### Webapp development

Bootstrap, REST, Flask, Django, Docker, Nginx

### Other

Git, UNIX/Linux, NumPy

## Languages

### Dutch

Native

● ● ● ● ●

### English

● ● ● ● ●

### French

● ● ● ● ●

### Japanese

Self-taught

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