Mano Marichal

✉ mano.marichal@gmail.com 📞 +32472862773 ⚲ Portfolio in LinkedIn 🎮 Itch.io ⌨ GitHub

PROJECTS

Please visit my portfolio site ⚲
manomarichal.com

EXPERIENCE

Game design intern   02/2023 – 07/2023
Dirty Paw Studios ⚲   Klagenfurt, Austria

Designing **progression and reward systems** for the game Electric Alps. I also helped in designing the **tutorial levels** of the game.

Game Studies and Engineering tutor   03/2023 – 07/2023
University of Klagenfurt ⚲   Klagenfurt, Austria

Organized the KCGL ⚲ , a bi-monthly workshop where students can practice various skills related to game development, and discuss relevant topics/within the industry.

SKILLS

Soft skills
Communication, critical thinking, providing/receiving feedback, conflict management, mediating discussions

Game Design
Communication, playtesting, problem solving, documentation, systems design, balancing

Game dev and programming
Unity, Godot,C++, C#, Python, HTML/CSS, GDScript, HLSL, Javascript, MIPS Assembly

Languages
Dutch (Native), English (C2), Japanese (B2), French (B1)

EDUCATION

MS Game Studies and Engineering   10/2022 – present
University of Klagenfurt ⚲   Klagenfurt, Austria
GPA 4.0 (atm)

BS Computer Science   09/2018 – 07/2021
University of Antwerp ⚲   Antwerp, Belgium
GPA 4.0

Join Study Exchange   09/2023 – 02/2024
Soka University   Tokyo, Japan

SELF PR

- **Team player:** I practiced my communication and teamwork through making many games and participating in numerous jams as a team. **Always ready to give and receive feedback, and put the team first.**

- **Ready to iterate:** I am not afraid to throw everything away I made to start over when things don't work out. Mainly practiced through Super Mario Maker, where my levels usually go through >30 playtests and revisions, and during my internship, which had me redesign systems and levels many times.

- **Multidisciplinary:** I have been making games by myself for over 4 years now, trying out many different fields. I also have over **6 years of programming experience**.

- **Passion**: I have experienced many unforgettable moments through games, and dream to contribute to helping make the same possible for others.

- **Strong work ethic:** During my 2 year masters, while achieving top scores, I also created many games, completed an internship, worked as a tutor, and self-studied Japanese up to a semi-high level.

FAVORITE GAMES :)

World of Warcraft, D&D, Divinity Original Sin 2, Terraforming Mars, Super Mario Maker 2, Bloons Tower Defense 6