

# Mano Marichal



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## My work

**My portfolio site (click to acces)** [↗](#)

## Education

### MS Game Studies and Engineering

University of Klagenfurt [↗](#)

10/2022 – present | Klagenfurt, Austria

### Join Study

Soka University

09/2023 – present | Tokyo, Japan

### BS Computer Science

University of Antwerp [↗](#)

09/2018 – 07/2021 | Antwerp, Belgium

Great Distinction

## Skills

### Game Design

Communication, level design, systems design, playtesting, problem solving

### Game Engines

Unity (Intermediate), Godot (Expert), Unreal Engine (Beginner)

### Programming Languages

C++, Python, C#, HTML/CSS, GDScript, HLSL, Javascript, MIPS Assembly

### Languages

Dutch (Native), English (C2), French (B2), Japanese (N3)

## Experience

### Game design intern

Dirty Paw Studios [↗](#)

02/2023 – 07/2023 | Klagenfurt, Austria

I helped out in various areas of the upcoming puzzle game Electric Alps. My main responsibility was designing the various progression and reward systems for the game. I also helped in designing the tutorial of the game, the first 12 levels and the gameworld/story.

Tools used: Unity, Excel, Obsidian, Notion

### Game Studies and Engineering tutor

University of Klagenfurt [↗](#)

03/2023 – 07/2023 | Klagenfurt, Austria

Organized the Klagenfurt Critical Game Lab [↗](#), a bi-monthly workshop where students can practice various skills related to game development, and analyze relevant topics/issues within the industry.

## Strenghts

- **Team player:** I have practiced my communication skills 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.
- **Always ready to iterate:** I am not afraid to throw everything away I made to start over when things don't work out during playtesting. Mainly practiced through Super Mario Maker, where my levels usually go through >30 playtests and revisions, sometimes scrapping entire sections, and my internship, which had me redesign systems and levels many times.
- **Multidisciplinary:** 6 years of programming experience allow me to closer work together with engineers
- **Passion:** I have experienced many unforgettable moments through games, and wish to contribute to making the same.

## Favorite games :)

Dungeons & Dragons, Divinity Original Sin 2, World of Warcraft, Teamfight Tactics, Terraforming Mars, Lost Ark, Final Fantasy XIV, Super Mario Galaxy series, the Zelda games, BTD 6, Undertale, Enter the Gungeon, Hollow Knight.