

# Mano Marichal



✉ mano.marichal@gmail.com

☎ +32472862773 📍 Antwerp, Belgium

🖱 manomarichal.com 👤 he/him

## Education

### MSc Game Studies and Engineering

University of Klagenfurt [🔗](#)

10/2022 – present | Klagenfurt, Austria

### Join Study

Soka University

09/2023 – present | Tokyo, Japan

### BSc 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)

## Projects

### Details and more on my portfolio [🔗](#)

Click the link above to access it.

### Game Jams

Participated in over 10 gamejams under various roles. Great exercise in communication and working under pressure.

### Super Mario Maker 2

Designed various "troll" levels that have been played and/or seen over 14 million times.

### Bagels of War

Indie game I am currently working on with a small team. Designed and balanced over 20 units and 100 upgrades for the game. I also do the programming.

### Snek.Game

Short puzzle game made in Unity, featuring around 20 unique levels.

## 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.

### 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.