

Mano Marichal

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🖱 manomarichal.com

MY WORK

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

EDUCATION

MS Game Studies and Engineering

University of Klagenfurt [↗](#)

10/2022 – present

Klagenfurt, Austria

Join Study Exchange

Soka University

09/2023 – present | Tokyo, Japan

BS Computer Science

University of Antwerp [↗](#)

09/2018 – 07/2021

Antwerp, Belgium

Magna cum laude

SKILLS

Game Design

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

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

Dirty Paw Studios [↗](#)

Game design intern

02/2023 – 07/2023 | Klagenfurt, Austria

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

University of Klagenfurt [↗](#)

Game Studies and Engineering tutor

03/2023 – 07/2023 | Klagenfurt, Austria

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

The Playground [↗](#)

Barista

11/2021 – 06/2022 | Antwerp, Belgium

Making coffee and explaining games in a boardgame café ☕ 🎲

STRENGTHS

- **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 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 help make the same possible for others.

FAVORITE GAMES :)

Dungeons & Dragons, Divinity Original Sin 2, Teamfight Tactics, Terraforming Mars, WoW