Mano Marichal



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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

Projects

See my portfolio site ☑

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

Game design intern

Dirty Paw Studios 🗷 02/2023 - present | Klagenfurt, Austria Working on various aspects of the game "Electric Alps", such as reward and progression systems, and the gameworld.

Languages

Languageo	
Dutch Native	• • • •
English	• • • •
French	• • • • •
Japanese Self-taught	••••