# Mano Marichal



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➤ 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, tutorial design, progression systems, reward systems, problem solving, critical thinking

**Game dev**
Godot, Unity, GameMaker Studio, Git

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

## Projects

**Please check out my portfolio** ↗

## Experience

**Game design intern**
*Dirty Paw Studios* ↗
02/2023 – 07/2023 | Klagenfurt, Austria
Designed the progression and reward systems and tutorial levels of the game Electric Alps.

**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

**Data processing**
*Antwerp Management School* ↗
10/2017 – 01/2018 | Antwerp, Belgium
Student job
Processing of data from a research on leadership in teams

## Languages

**Dutch**
Native   ● ● ● ● ●

**English**   ● ● ● ● ●

**French**   ● ● ● ○ ○

**Japanese**
Self-taught   ● ● ● ○ ○

## Favorite games :)

D&D, Divinity Original Sin 2, World of Warcraft,  Super Mario Galaxy, Terraforming Mars, Lost Ark, Enter the Gungeon, Teamfight Tactics