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

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