




Mano Marichal

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🗣️ Dutch (Native), English (Fluent), Japanese (Proficient), French (Intermediate)

PROFILE

Game Design graduate student with a strong technical background. From creating trading card games and drawing Super Mario levels at age 7, I bring lifelong passion to the workplace. My game programming experience allows me to quickly prototype ideas, help with scripting game events, or develop tools. Social and approachable person with excellent communication skills, thriving in team settings. Quick and independent learner, always looking for new ways to improve their craft, and always open to take on new challenges.

KEY SKILLS

Interpersonal

Communication, critical thinking, problem solving, conflict management, decision making, organizing

Game Design

Progression and reward systems, playtesting and analysis, balancing, writing and maintaining design docs

Game development

Unity, Godot, C++, Python, C#, MS Suite, Jira, Gitlab/Github, Linux

RELEVANT EXPERIENCE

02/2023 – 07/2023

Dirty Paws Studio

Game Design Intern

Designed the reward and progression systems of a puzzle indie game called "Electric Alps". Also designed the tutorial, and mechanical progression of puzzles.

EDUCATION

Universität Klagenfurt,
Austria, 2022-2025

Master in Game Studies and Engineering

GPA 4.0

Antwerp University,
Belgium, 2018-2021

Bachelor in Computer Science

Great distinction

Soka University,
Japan, 2023

Joint Study Exchange

NOTABLE PROJECTS

Bagels of War

Award nominated strategy game I programmed and designed. The game among the three nominated games for the Austrian-wide PGDA talent awards. The team consisted out of 5 people, with me managing the project.

Game Jams

Participated in over 10 game jams, working in various teams under various roles developing games.

Super Mario Maker 2

Designed various troll levels, that are famous world wide, with a cumulative play/watch count on YouTube of over 14 million.

Computer Science Projects

Over the course of my bachelors, I programmed various applications using various programming languages. These include a graphics engine, a compiler, a compression program and full stack webapplications

Japanese language

Not relevant, but I think it showcases my strong ability to learn and work independently. Self studied 1-2 hours a day for >3 years during my academic studies, achieving a relatively high level in Japanese (N2)