

# 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

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## Favorite games :)

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