Mano Marichal

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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

Skills

Game Design
High-level game design/ conceptualizing, designing mechanics, level design/blockout, progression & reward systems, balancing, design documentation, playtesting, gathering & integrating feedback

Programming Languages
C++, Python, C#, HTML/CSS, GDScript, Javascript, PostgreSQL, LaTeX, MIPS Assembly, Bash, NumPy

Software
Godot, Unity, GameMaker Studio, Git, Docker, UNIX/Linux, Visual Studio/Jetbrains IDEs

Projects

Please check out my portfolio ⎆

Experience

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.

Game Studies and Engineering tutor
University of Klagenfurt ⎆
03/2023 – present | Klagenfurt, Austria
Mainly helping hosting 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

Barista
The Playground ⎆
11/2021 – 04/2022 | Antwerp, Belgium
Student job
Responsible for managing a boardgame store/bar

Languages

Dutch
Native ● ● ● ● ●

English
● ● ● ● ●

French
● ● ● ● ○

Japanese
Self-taught ● ● ● ○ ○