

Mano Marichal



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🖱 manomarichal.com

Skills

Programming Languages

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

Game development

Godot, Unity, GameMaker Studio

Webapp development

Bootstrap, REST, Flask, Django, Docker, Nginx

Other

Git, UNIX/Linux, NumPy

Projects

See my portfolio site [↗](#)

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

Experience

Barista

The Playground [↗](#)

11/2021 – 04/2022 | Antwerp, Belgium

Student job

Responsible for managing a boardgame store/bar

Data processing

Antwerp Management School [↗](#)

10/2017 – 01/2018 | Antwerp, Belgium

Student job

Processing of data from a research on leadership in teams

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

Languages

Dutch

Native



English



French



Japanese

Self-taught

