

# Mano Marichal

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## SKILLS

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### Soft skills

Communication, critical thinking, providing/receiving feedback, conflict management, mediating discussions

### Game Design

Communication, playtesting, problem solving, documentation, systems design, balancing

### Game dev and programming

Unity, Godot, C++, C#, Python, HTML/CSS, GDScript, HLSL, Javascript, MIPS Assembly

### Languages

Dutch (Native), English (C2), Japanese (B2), French (B1)

## EXPERIENCE AND PROJECTS

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### Game design intern

Dirty Paw Studios [🔗](#)

02/2023 – 07/2023

Klagenfurt, Austria

Designing **progression and reward systems** for the game Electric Alps. I also helped in designing the **tutorial levels** of the game.

### Game Studies and Engineering tutor

University of Klagenfurt [🔗](#)

03/2023 – 07/2023

Klagenfurt, Austria

Organized the KCGL [🔗](#), a bi-monthly workshop where students can practice various skills related to game development, and discuss relevant topics/within the industry.

### Super Mario Maker 2

Designed many **famous deception levels**, played/seen by **over 14 million people**, participating in many collaborations and projects. LEVELS [🔗](#)

### Game Jams

Participated in **over 10 gamejams**, ending in the **top 3 multiple times** while wearing **various hats**, heavily improving my **communication skills**.

### Bagels of War

Indie game I am leading with the help of a small team of friends. I will be presenting the game at the convention Harucon. ITCH.IO [🔗](#)

## EDUCATION

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### MS Game Studies and Engineering

University of Klagenfurt [🔗](#)

10/2022 – present

Klagenfurt, Austria

GPA 4.0 (atm)

### BS Computer Science

University of Antwerp [🔗](#)

09/2018 – 07/2021

Antwerp, Belgium

GPA 4.0

### Join Study Exchange

Soka University

09/2023 – 02/2024

Tokyo, Japan

## STRENGTHS

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- **Team player:** I practiced my communication and teamwork through making many games and participating in numerous jams as a team. **Always ready to give and receive feedback and put the team first.**
- **Ready to iterate:** I am not afraid to throw everything away I made to start over when things don't work out. Mainly practiced through Super Mario Maker, where my levels usually go through >30 playtests and revisions and during my internship, which had me redesign systems and levels many times.
- **Multidisciplinary:** I have been making games by myself for over 4 years now, trying out many different fields. I also have over **6 years of programming experience.**
- **Passion:** I have experienced many unforgettable moments through games, and wish to contribute to help make the same possible for others.