

# 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 Engines

Unity, Godot, UE (Beginner)

### Programming Languages

C++, Python, C#, 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.

### Super Mario Maker 2

I designed many **famous deception levels**, played/seen by **over 14 million people**. through many streamers and youtubers that enjoy my 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

## 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 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.