

Mano Marichal



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Projects

Please check out my portfolio [↗](#)

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

Languages

Dutch

Native



English



French



Japanese

Self-taught



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

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,
HLSL, Javascript, PostgreSQL, LaTeX,
MIPS Assembly, Bash, NumPy

Software

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