

# Mano Marichal

✉ mano.marichal@gmail.com ☎ +3242862773 📍 Belgium (willing to relocate) 📁 Portfolio

in LinkedIn 🎮 Itch.io 🐙 GitHub 🌐 Dutch (Native), English (C2), Japanese (B2), French (B1)

## 👤 PERSONAL PROFILE

Almost graduated with a masters in Game Studies and Engineering and bachelor in Computer Science. Proven track record in team-collaborations wearing many hats from programming to game designer and project manager. Strong work ethic, self studying many skills, and diving into various extracurricular challenges during my academic years. Looking to take the next step on the road towards my dream of creating games, and leap into the industry!

## 🧠 KEY SKILLS

### Game Design

Playtesting and integrating feedback, balancing, systems design, UX design

### Communication

Critical thinking, conflict management, mediating discussions, active listening

### Game dev

Unity, Godot, C++, C#, GDScript, Rider, Github

## 📁 RELEVANT EXPERIENCE

02/2023 – 07/2023  
Dirty Paws Studio

### Game design intern ✍

Designing **progression and reward systems** for the game Electric Alps. I also helped in designing the **tutorial levels** of the game. "Mano showed an exceptional ability to create gameplay systems that harmonised with the vision of the project while keeping a keen eye on scope, technical constraints and resource budgets." - Fabian of Dirty Paws.

03/2023 – 07/2023  
University of  
Klagenfurt

### Game Studies and Engineering tutor ✍

Organized the KCGL ✍, a bi-monthly workshop where students can practice various skills related to game development, and discuss relevant topics/within the industry.

## 🎓 EDUCATION

University of  
Klagenfurt

**MS Game Studies and Engineering**  
GPA 4.0 (atm)

09/2018 – 07/2021  
University of Antwerp

**BS Computer Science**  
GPA 4.0

09/2023 – 02/2024  
Soka University, Japan

### Join Study Exchange

## 📁 NOTABLE PROJECTS

### Bagels of War ✍

Tower defense indie game developed in a team of 4 people. I lead the team, do the programming and the game design.

### Super Mario Maker 2

Designed various troll levels, that are famous world wide, with a cumulative play/watch count on YouTube of **over 14 million**. Also participated in many projects, with groups as large as 20 people.

### Game Jams

Participated in over 10 game jams, working in various teams under various roles.

### Japanese language

Not relevant to games, but I think it showcases my strong work ethics. Self studied 1-2 hours a day for three years during my academic studies, achieving a relatively high level in Japanese (N1)