Mano Marichal

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🔗 www.manomarichal.com   🔗 LinkedIn   🎮 Itch.io   ⭕ GitHub

🔵 Dutch (Native), English (Fluent), Japanese (C1), French (A2)

👤 PROFILE

Entrepreneurial and ambitious student with international experience, seeking opportunities to innovate and push creative boundaries. Passionate about the intersection of technology and society, especially digitalization, games and XR. A fast and independent learner with a proactive mindset, always eager to take on new challenges. Thrives in diverse environments and enjoys collaborating with others to bring ideas to life.

📁 PORTFOLIO

www.manomarichal.com 🗗
This website showcases some of the projects I undertook during my time as a student.

🧠 KEY SKILLS

Interpersonal
Communication, critical thinking, problem solving, adaptability, teamwork and collaboration

Technical Skills
C++, C#, Python, Godot, HTML, CSS, Unity, Godot, Linux, Windows, Github, Jira

Research Skills
Qualitative and quantitative (e.g., surveys, A/B testing) research techniques, data analysis

🎓 EDUCATION

Universität Klagenfurt, Austria, 2022-2025

Master in Game Studies and Engineering
Grade: 1 (Outstanding performance with no or only minor errors)

Antwerp University, Belgium, 2018-2021

Bachelor in Computer Science
Grade: Grote onderscheiding (Very Good)

Soka University, Japan, 2023

Joint Study Exchange

💼 EXPERIENCE

02/2023 – 07/2023
Dirty Paws Studio, Klagenfurt, Austria

Game Design Intern 🗗
Designed the reward and progression systems of a puzzle indie game called "Electric Alps". Also designed the tutorial, and mechanical progression of puzzles.

03/2023 – 07/2023
University of Klagenfurt, Austria

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.

09/2017 – 11/2027
Antwerp Management School, , Belgium

Data Processing
Processing data from a research about leadership, creating personalized reports for participants