


# Mano Marichal

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## MY WORK

**My portfolio site (click to acces)** 

## EDUCATION

### **MS Game Studies and Engineering**

University of Klagenfurt 

10/2022 – present


Klagenfurt, Austria

### **Join Study Exchange**

Soka University

09/2023 – present | Tokyo, Japan

### **BS Computer Science**

University of Antwerp 

09/2018 – 07/2021

Antwerp, Belgium

Magna cum laude

## SKILLS

### **Game Engines**

Unity, Godot, UE (Beginner)

### **Programming Languages**

C++, Python, C#, HTML/CSS,

GDScript, HLSL, Javascript, MIPS

Assembly

### **Languages**

Dutch (Native), English (C2), Japanese

(N3), French (B2)

## FAVORITE GAMES :)

Dungeons & Dragons, Divinity  
Original Sin 2, Teamfight Tactics,  
Terraforming Mars, WoW

## EXPERIENCE

### **Dirty Paw Studios**

Game design intern


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.

### **University of Klagenfurt**

Game Studies and Engineering tutor



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/issues within the industry.

### **The Playground**

Barista

11/2021 – 06/2022 | Antwerp, Belgium

Making coffee and explaining games in a boardgame café  

### **Antwerp Management School**

Data processing

09/2017 – 11/2027 | Antwerp, Belgium

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

## STRENGTHS

- **Team player:** I have practiced my communication skills 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.
- **Always ready to iterate:** I am not afraid to throw everything away I made to start over when things don't work out during playtesting. Mainly practiced through Super Mario Maker, where my levels usually go through >30 playtests and revisions and my internship, which had me redesign systems and levels many times.
- **Multidisciplinary:** I have been making games on myself for over 6 years now, so I also have some experience designing and other fields.
- **Passion:** I have experienced many unforgettable moments through games, and wish to contribute to help make the same possible for others.