Mano Marichal

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Projects

C compiler ⧉
C++, LLVM
A program able to compile most of the C language to MIPS Assembly

Size– ⧉
C++
Compression software, implemented seven different algorithms to compress various files to binary data

LVL Football site ⧉
Python, Flask, Bootstrap, PostgreSQL, HTML/CSS, Nginx, Docker
Full stack website using microservices for a football competition.

Untitled metroidvania ⧉
Godot, GDScript, FMOD
Indie game I am currently working on

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

Experience

Barista
The Playground ⧉
11/2021 – 04/2022 | Antwerp, Belgium
Student job
Responsible for managing a boardgame store/bar

Data processing
Antwerp Management School ⧉
10/2017 – 01/2018 | Antwerp, Belgium
Student job
Processing of data from a research on leadership in teams

Skills

Programming Languages
C++, Python, C#, HTML/CSS, GDScript, Javascript, PostgreSQL, LaTeX, MIPS Assembly, Bash

Game development
Godot, Unity, GameMaker Studio

Webapp development
Bootstrap, REST, Flask, Django, Docker, Nginx

Other
Git, UNIX/Linux, NumPy

Languages

Dutch
Native ● ● ● ● ●

English ● ● ● ● ●

French ● ● ● ○ ○

Japanese
Self-taught ● ● ○ ○ ○