

Mano Marichal

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

🌐 LinkedIn 🎮 Itch.io 🐙 GitHub 🗣 Dutch (Native), English (C2), Japanese (B2), French (A2)

👤 PERSONAL PROFILE

About to graduate Game Designer with a strong computer/programming background. Passionate about RPGs. Masters in Game Studies and Engineering and bachelors in Computer Science. Proven track record in team-collaborations wearing many hats. Values healthy working environment and putting the team first. Strong work ethic, self studying and diving into various extracurricular challenges during my academic years. Looking to take the next step on the road towards my dream of creating the games that shaped me :)

🧠 KEY SKILLS

Game Design

Playtesting/integrating feedback, balancing, systems design, UX design, documentation, player expectations

Interpersonal skills

Critical thinking, conflict management, mediating discussions, active listening

Technical skills

Unity, Godot, C#, C++, HLSL, Python, Github, Gitlab, Google/Microsoft suites, JetBrains IDEs, PostgreSQL

🎓 EDUCATION

Universität Klagenfurt, Austria, 2022-present **MS Game Studies and Engineering**
GPA 4.0 (atm)

University of Antwerp, Belgium, 2018-2021 **BS Computer Science**
GPA 4.0

Soka University, Japan, 09/2023-02/2024 **Join Study Exchange**

🧰 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.

📁 NOTABLE PROJECTS (VIEW PORTFOLIO FOR MORE INFO)

Bagels of War

Award nominated strategy game I **programmed and designed**, I also **manage** a small team of **four people**, two artists, a composer and a sound designer. The game was nominated for the Austrian-wide PGDA talent awards

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**. These levels required **a lot of playtesting**, with some going through 30 revisions of observing players and integrating feedback.

Graphics engine

Graphics engine coded in **C++**, capable of generating various three dimensional figures, lighting and shadows

Game Jams

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

Size--

Compression program made by me and two friends featuring eight different compression algorithms, including improvements on existing algorithms and supporting many different file formats, coded in **C/C++**.

C compiler

Compiler programmed in **Python**, compiles a large subset of the **C** programming language to **LLVM** and **MIPS**

Japanese language

Not relevant, but I think it showcases my strong work ethics. **Self studied 1-2 hours a day for >2 years** during my academic studies, **achieving a relatively high level** in Japanese (N2)