

Mano Marichal

✉ mano.marichal@gmail.com ☎ +3242862773 📍 Belgium (willing to relocate) 📁 Portfolio [in LinkedIn](#)

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

👤 PERSONAL PROFILE

About to graduate Game Designer with a strong programming background. Passionate about MMORPGs. Masters in Game Studies and Engineering and bachelor 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 games, and leap into the industry!

🧠 KEY SKILLS

Game Design

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

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

📁 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 (VIEW PORTFOLIO FOR MORE INFO)

Bagels of War

Tower defense strategy game I solo developed over the course of a year, I program, design and market the game myself, and also manage a small team of two artists, a composer and a sound designer.

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.

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 some improvements on existing algorithms and supporting many different file formats, coded in **C/C++**.

C compiler

Compiler programmed in **Python** able to compile 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 three years during my academic studies, achieving a relatively high level in Japanese (N1)