Anastasis Marinos

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PERSONAL PROFILE

Unreal Engine Developer & Designer with hands-on expertise in **Blueprints** and **C++**, translating design goals into reliable, shippable features. Comfortable profiling and optimizing builds, maintaining clean version control (**Git/Perforce**), and documenting decisions to keep teams aligned. An adaptable all-rounder with practical **3D** and **audio** skills (**Blender** modeling, **GIMP** texturing, **FL Studio**/**Audacity** for sound), ensuring steady progress from concept to playable deliverables.

SKILLS & EXPERIENCE

● Unreal Engine	● FL Studio / Audacity
● C++ | Blueprints	● Blender
● Game Design	● Gimp

Certifications: Epic Games Game Design Professional Certificate.

Project Tools: Git / Github, Jira / Trello.

Work Style: Collaborative, active listener, fast learner, problem solver.

Languages: Proficient in English and Native in Greek.

WORK EXPERIENCE

iRed Electronics, Athens, Greece   *Sep 2024 – May 2024*

Electronics Technician

- Diagnosed and repaired smartphones/laptops (screens, batteries, ports, boards) with ESD-safe procedures; verified fixes with full post-repair QA.

- Delivered software and data services: OS reinstalls, firmware/driver updates, malware removal, backups/restores, and secure wipes.

- Streamlined service flow through clear customer comms, precise ticketing, and parts/RMA coordination—reducing repeat issues and speeding turnarounds

PROJECTS

DEAD BY DAYLIGHT   CLONE

Stylized **Dead By Daylight** demake featuring the **Silent Hill Midwich Elementary** Map and full P2P support via EOS.

OXYGEN   GAME

Narrative-driven game adaptation of Ivan Vyrypaev's **Oxygen**, immersing players in a rave environment inspired by the play.

FLATLINE   GAME

Narrative-driven PSX-style horror life simulator blending daily routines with psychological storytelling and atmospheric tension.

MONOPOLY   GAME

Digital Monopoly remake emphasizing the traditional turn-based gameplay loop, powered by a peer-to-peer connection model.

GAME   TEMPLATE

PSX-style game template with interaction and inventory systems, built for retro projects in UE5.

TRAFFIC   TEMPLATE

Traffic simulation template featuring a drivable vehicle and crash physics for interactive environments.

METRO   SCENE

PSX-style Athens metro scene fully modeled in Blender and turned into a walkable interactive experience with a low-poly train.

A FOLKTALE   GDD

A surreal, atmospheric horror experience taking place in a remote Greek mountain village.

OUR WILDEST DAYS   CUTSCENE

PSX-style Unreal Engine cutscene recreating a scene from the film **Our Wildest Days**.