

Anastasis Marinos

Project Showcase: https://youtu.be/_2V8owdcqac

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PERSONAL PROFILE

I'm an **Unreal Engine Developer/Designer** from Greece with lots of experience in **Blueprints** and **C++**, designing and bringing to life various game concepts. Comfortable with game optimization, as well as documenting code and maintaining clean version control **Git/Perforce**, to keep colleagues aligned. I'm an adaptable all-rounder with practical **3D** and **audio** skills in **Blender, Photoshop/Gimp & FL Studio/Audacity** for modeling, texturing and audio production. My goal is to blend cinematography in games without interrupting gameplay with cutscenes.

SKILLS & EXPERIENCE

• Unreal Engine	• Photoshop Gimp
• C++ Blueprints	• FL Studio Audacity
• Game Design	• Blender

Certifications: [Epic Games Game Design Professional Certificate](#)

Project Tools: Git / Github, Jira / Trello

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.

Freelance, Athens, Greece

Jun 2026 – Nov 2025

Software Engineer

- Engineered complex agent-based AI, focusing on pathfinding optimization in high-density environments.
- Developed in-editor debugging tools to visualize agent intent, heatmaps, and pathing logic, significantly reducing time spent on behavior refinement.

PROJECTS

DEAD BY DAYLIGHT

3 Months | GAME CLONE

Stylized Unreal Engine Dead By Daylight demake featuring the Silent Hill Midwich Elementary Map. Developed in UE5 using EOS for peer-to-peer multiplayer. This project features the full gameplay loop of the renowned game without the skill tree and perk system. This is still under development to be turned into a copyright-free Asymmetrical Horror template.

OXYGEN

1 Month | GAME

Narrative-driven Unreal Engine game adaptation of Ivan Vyrypaev's theatrical play Oxygen, immersing players in a stylized rave environment inspired by the play. This project focuses on Audio-Reactive Environment Systems. Dynamically triggered narration lines synced over music, changing the visual style of the scene (lights/post processing), while real-time audio processing alters the music for mood transitions.

GAME TEMPLATE

2 Weeks | FRAMEWORK

Built in Unreal Engine, this is my version of a game template, featuring a first-person controller, a robust interaction & inventory system, main & options menus, as well as a game save system. It's stylized to fit my PSX visual style, master materials, characters, animations, shaders, etc. And actively developed according to my needs and art style progression.

TRAFFIC TEMPLATE

3 Weeks | FRAMEWORK

After developing simple vehicle physics for fun, I decided to take it a step further and migrate the Mass Traffic AI system from Epic's City Sample Project. This allowed me to easily create a simple traffic simulation system that I can use in my future "open-world-ish" projects. This project also includes crash physics and car deformation.

METRO

2 Weeks | SCENE

A PSX-style Athens metro scene fully modeled in Blender and turned into a walkable interactive experience in Unreal Engine. It features a train replica I modeled and is fully sound-designed with an immersive 3D soundscape.

A FOLKTALE

3 Days | GDD

A surreal, atmospheric horror taking place in a remote Greek mountain village. It mixes Greek folklore with music and horror cult elements. The idea is inspired by films of the weird wave genre, mixing cinematography techniques in a no-cutscene first-person game. It's about creating a movie-like story experience that is fully playable with no interruptions.

OUR WILDEST DAYS

4 Days | CUTSCENE

This is a cutscene made in Unreal Engine & Edited In Davinci Resolve, recreating a scene from the movie Our Wildest Days, in a retro PSX-style.