Anastasis Marinos

Mail: anastasiss301@gmail.com **Site:** anastasismarinos.com

LinkedIn: linkedin.com/in/anastasis-marinos-dev

GitHub: github.com/AnastasisMarinos

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 (**Blender** modeling, **GIMP** texturing, **FL Studio**/**Audacity** for sound). My goal is to blend cinematography in games without interrupting the gameplay loop with cutscenes.

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, Fast Learner, Efficient under pressure, Active listener, 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. 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   GAME

Narrative-driven 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.

FLATLINE   GAME

Horror life simulator blending daily routines with psychological storytelling and atmospheric tension. During a city-wide lockdown, the protagonist is stuck in his apartment. A serial killer living in the apartment complex begins picking off his neighbors, one by one. Explore this creepy apartment complex, interact with neighbors, and experience the story as it unfolds.

MONOPOLY   GAME

Digital Monopoly remake emphasizing the traditional turn-based gameplay loop, featuring peer-to-peer multiplayer just like my Dead By Daylight project. Other than customizing the theme to resemble Greek-island vibes, this is just what you'd expect from a Monopoly game.

GAME   TEMPLATE

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

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   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   GDD

A surreal, atmospheric horror taking place in a remote Greek mountain village. This is an early GDD of a game I wanna make in the future. 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   CUTSCENE

This is a cutscene made in Unreal Engine, recreating a scene from the movie **Our Wildest Days**, obviously in PSX-style.

Other Projects: Throughout my years in middle/high school, I've made various game prototypes, taken part in some game jams, abandoned projects due to feature creep, lessons fed into later projects, and experimented with different engines and languages. I don't find these projects reflective of who I am today as a developer, but a selection of them is available to see on my **site**.