

# Anastasis Marinos

**Project Showcase:** [https://youtu.be/\\_2V8owdcqac](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

• <a href="#">Unreal Engine</a>	• <a href="#">Photoshop</a>   <a href="#">Gimp</a>
• <a href="#">C++</a>   <a href="#">Blueprints</a>	• <a href="#">FL Studio</a>   <a href="#">Audacity</a>
• <a href="#">Game Design</a>	• <a href="#">Blender</a>

**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

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## **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 Vyrpaev'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-cuts scene 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.