**Thomas Marascia**
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Portfolio: https://thomasmarascia.github.io

## PROFESSIONAL SUMMARY

I am looking for a job in game development that fits and expands on my knowledge and abilities. I'm extremely passionate about learning from experts in the field and contributing to exciting, innovative games. My favorite sections of development to work on are core systems such as combat, Networking, and UI integration.

## GAME DEV EXPERIENCE

### *Game Developer, Independent Projects and game jams*
*2020 - present*

- I have published game projects with genres including casual mobile games, wordle-like web games, 2D Platformers, and 3D RPGs
- I have also participated in multiple game jams. Some are included in my portfolio: https://thomasmarascia.github.io

### *Unreal Engine Game Developer, Yooper Games, Exodus of Descent*
*2024 - present*

- Developing an upcoming 3D multiplayer Dungeon Looter RPG using Unreal engine with a team of ~20.
- I have led the work on player inventory including equipping, looting, crafting, buying, selling, dropping, and using items on interactable objects like doors.
- This role also included network replication for these systems.
- Used Azure devops for version control
- Expected to launch on steam this year: https://store.steampowered.com/app/2320740/Exodus_of_Descent/

### *Unreal Engine Game Developer, Diaspora Games, Ghostcon Elementals*
*2024 – 2025*

- Helped in development for a Sci-Fi Shooter A-RPG using Unreal engine's Lyra framework.
- Roles include programming player and combat mechanics including building a new weapon system within an extensive codebase
- Used Perforce for version control

### *Unity Game Developer, BlackJack Revamped*
*2024*

- Created an Android app including gameplay, saving/loading player data from Firebase's cloud hosted Firestore database.
- Also integrated reward and banner ads

### Unity Game Developer, TF2dle
*2024*
- Developed a wordle like game
- Posted on itch.io with around 2000 players https://thomasmarascia.itch.io/tf2dle

### Game Designer, TwoPow, Cubox
*2023*
- Designed Gameplay mechanics for a live web-based MMORPG
- Balanced weapons, stats, enemies, and items
- Live on web: https://cubox.io

### Godot Mobile Game Developer, Kelle Z Riley, Sci-Spy Match!
*2022 - 2024*
- Built game foundation using Godot Game Engine
- Focused on Backend including managing user data with a cloud database
- Collaborated with 6 developers using the Agile work structure as the scrum master
- Led development progress with JIRA

## OTHER EXPERIENCE
### Tutor and Teaching Assistant, Tennessee Technological University
*2023 - 2024*
- Tutored undergraduate students in computer science classes including programming, databases, computer structure, algorithms, version control, and operating systems
- Assisted professor teaching in class for DevOps and Unix classes and help office hours and lab assistance
- Debugged programs and gave feedback based on errors found and common programming practices

### STEM Summer Camp Assistant, 21st Century Community Learning Center
*2018 - 2021*
- Tutored Children in STEM fields including programming, math, and science
- Used online tools (code.org, CodeHS, etc) as well as physical tools including Sphero coding robots to teach programming foundations and basic algorithms

### Sport Referee, TSSAA, TVSRA, AYSO, TnTech Intramurals Association
*2013 - present*
- I have officiated Soccer for Elementary, Middle, and High School players
- Officiated college intramural sports including soccer, softball, flag football, dodgeball, and archery tag

# EDUCATION
***Bachelors, Computer Science***
*Fall 2021 - Spring 2024*
Tennessee Technological University
GPA: 3.34

# SKILLS
***Programming Languages***
> C++, C#, C, Python, Gdscript, Java, Javascript, HTML5, SQL, and typescript

***Databases***
> Firebase, Firestore, Cloud Data storage, Oracle, Mongo, and MySQL

***Development Tools and Platforms***
> Unreal Engine, Unity, Godot, JIRA, Unit test, Github, Perforce, Azure, Mobile, Android, IOS, Web, PC, Windows, Linux, Horizon

# AWARDS
***10+ Game development related certifications from Linkedin***
> I have successfully finished the certifications gained from Linkedin Learning including fields such as Unity, Unreal Engine, Blueprints, C programming, game design, Virtual Reality, Augmented Reality, and Level Design.

***Tennessee Tech Gold Career Readiness,*** *2021*
> Awarded for showing competences in skill building as well as progressing in various skills such as communication with colleagues and clients, critical thinking, equity and inclusion, financial literacy, leadership, lifelong wellbeing, professionalism, teamwork and collaboration, and technology knowledge and efficiency.

***NSLS leadership and training certificate,*** *2023*
> Successful completion of the National Society of Leadership and Success foundation of leadership training program.

***Dean's List,*** *2021 - 2023*
> Awarded to students with consistent academic prowess. It was awarded to me all 3 years of university for my bachelor's degree.

**Organizations**
- National Honors Society, 2021
- Association for Computing Machinery, 2021
- National Society of Leadership and Success, 2023