

# Thomas Marascia

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## PROFESSIONAL SUMMARY

Experienced game developer proficient in both Unity and Unreal engines with a strong focus on core system design including combat, networking, and UI integration. Demonstrated success in developing multiplayer titles and live game operation across multiple platforms.

## 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

## WORK EXPERIENCE

### Yoooper Games, Exodus of Descent

2024 – Present

*Unreal Engine Game Developer*

- Developed an upcoming 3D multiplayer Dungeon Looter RPG using Unreal engine with a team of ~20.
- Led the development on core systems including player inventory, 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/](https://store.steampowered.com/app/2320740/Exodus_of_Descent/)

### Independent Projects and game jams

2020 – Present

*Game Developer*

- Published game projects including casual mobile games, wordle-like web games, 2D Platformers, and 3D RPGs
- I have also participated in multiple game jams showcasing collaboration in fast paced creative environment. Some are included in my portfolio: <https://thomasmarascia.github.io>

### Diaspora Games, Ghostcon Elementals

2024 – 2025

*Unreal Engine Lyra Game Developer*

- Published game projects including casual mobile games, wordle-like web games, 2D Platformers, and 3D RPGs
- I have also participated in multiple game jams showcasing collaboration in fast paced creative environment. Some are included in my portfolio: <https://thomasmarascia.github.io>

### BlackJack Revamped

2024

*Unity App Game Developer*

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

## TF2dle

2024

### *Unity Web Game Developer*

- Developed a wordle like game
- Posted on itch.io with around 2000 players <https://thomasmarascia.itch.io/tf2dle>

## TwoPow, Cubox

2023 – 2024

### *Unity Web Game Designer*

- Designed Gameplay mechanics for a live web-based MMORPG
- Balanced weapons, stats, enemies, and items
- Live on web: <https://cubox.io>

## Kelle Z Riley, Sci-Spy Match!

2022 – 2024

### *Godot App Game Developer*

- 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

## Tennessee Technological University

2021 – 2024

### *Computer Science Teaching Assistant*

- Tutored undergraduate computer science courses, covering programming, databases, computer architecture, algorithms, version control, and operating systems.
- Assisted professors in DevOps and Unix classes by conducting lab sessions, debugging programs, and providing feedback on effective programming practices.

## 21<sup>st</sup> Century Community Learning Center

2018 – 2021

### *Afterschool and STEM Summer Camp Assistant*

- Tutored children in STEM fields including programming, math, and science, utilizing online tools (code.org, CodeHS) and physical tools like Sphero coding robots.
- Developed foundational programming lessons focusing on algorithms and interactive learning.

## EDUCATION

### Tennessee Technological University

2021 – 2024

#### *Bachelors, Computer Science*

GPA: 3.34  
Dean's List

## AWARDS

- **10+ Game development related certifications from LinkedIn, 2020 – 2025:** 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 competence in skills such as communication with colleagues and clients, critical thinking, equity and inclusion, financial literacy, leadership, 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.
- **National Honors Society, 2021**
- **Association for Computing Machinery, 2021**
- **National Society of Leadership and Success, 2023**