# **Thomas Marascia**

MarasciaGames@gmail.com

#### 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

## Yooper 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: <a href="https://store.steampowered.com/app/2320740/Exodus\_of\_Descent/">https://store.steampowered.com/app/2320740/Exodus\_of\_Descent/</a>

## 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: <a href="https://thomasmarascia.github.io">https://thomasmarascia.github.io</a>

#### BlackJack Revamped

2024

Unity App Game Developer

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

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.

# 21st 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