

Thomas Marascia

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<https://thomasmarascia.github.io>

PROFESSIONAL SUMMARY

I am looking for a job in software development that fits and expands on my knowledge and abilities in computing. Most of my experience is in game development and I look forward to building off my interests.

EXPERIENCE

Game Developer, StarChart

2024 - ongoing

- Working with a team of 8 on an upcoming 2D platformer in Unity Game Engine
- Roles including player mechanics, art and voice acting integration, and level design

Game Developer, Independent

2023 - ongoing

- I have personally created and published solo game projects which are available through links at my website

Mobile Game Developer, Kelle Z Riley, contracted

2023 - 2024

- Built game foundation using Godot Game Engine
- Focused on Backend including managing user data
- Collaborated with 6 developers using the Agile work structure as the scrum master
- Lead development progress with JIRA software

Game Developer, Unity Game Jam

2024

- Participated in a one week worldwide game development event
- Designed an original game's mechanics, levels, and theme for a panel of experts
- Our team's game was featured with nine other games

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 lack of 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 - ongoing

- Officiate Soccer for Middle and High School players
- Officiated college intramural sports including soccer, softball, flag football, dodgeball, and archery tag

EDUCATION

Bachelors, Computer Science

Tennessee Technological University

GPA: 3.34

May 2024

SKILLS

Programming Languages: C++, C#, C, Python, Gdscript, Java, Javascript, HTML5, CSS, SQL, Assembly, and Bash

Databases: Cloud Data storage, Oracle, Mongo, Firebase, Firestore, and MySQL

Software Development: Artificial Intelligence, Machine Learning, Algorithms, Computer architecture, front-end, back-end, JIRA, testing, Unit test, Agile methodologies, Scrum leading, SaaS, and DevOps

Development Platforms: Mobile, Android, IOS, Web, Windows OS, Unix, Linux

Soft Skills: Leadership, Flexible, Analytic, Creative, Collaborative, Accountable, and Inclusive

AWARDS

- 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.

Organizations

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