



Skills

Engines and Languages:

- Unreal Engine
- Unity
- C++
- C#
- Blueprints

Technical Tools:

- Jira
- Confluence
- GitHub
- Source Tree
- Visual Studio
- Rider

Strengths:

- Adaptability
- Collaboration
- Openness to Criticism
- Self-Motivated
- Leadership
- Attention to Detail
- Resourceful

Education

Bradley University -

Peoria, IL

Expected Graduation 2026

BS. Game Design,

Computer Science

- 4.0/4.0 GPA
- Presidential Scholar
- Game Jam Participation

Marissa Moser

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[LinkedIn Portfolio](#)

Game Developer and Software Engineer

A highly motivated and curious individual passionate about software architecture in games. Looking for a mentorship in a collaborative environment to further skills in programming, debugging, and professional processes.

Projects

Machiavelli Prototype, Game Developer May 2025 - July 2025

- Designed a Roguelite Citybuilder using Unreal Engine on a team of 6 while further researching Unreal's best practices.
- Developed, implemented, and iterated on modular and decoupled game systems for the project's custom tick, resource generation, and a manager for the UI system.

The Great Strawberry Heist, Lead Game Engineer January 2025 - July 2025

- Lead a team of 5 engineers on a team of 18 students to develop a 2D vertical platformer arcade game in Unity by managing the tasks, performing code reviews, and developing game systems.
- Built the tier swiping and timer mechanic systems using event-driven architecture to call functionality.

ORBIT, Lead Engineer August 2024 - December 2024

- Led a team of 4 engineers on a team of 10 people to develop a 3D movement-puzzle game in Unity while organizing and prioritizing tasks.
- Created a custom editor for designers to create the level maps and place obstacles using a custom inspector window in Unity and completing other necessary tasks to polish and improve gameplay.

Professional Experience

Game Engineer; Dagger Devs; May 2025 - Current

- Using C++ and Unreal Engine to develop a level editor tool and game saving functionality for a 2D speedrunning game.
- Writing and updating thorough documentation of features developed.

Resident Advisor; Bradley University; July 2023 - June 2025

- Supervised and supported a diverse group of 30-40 undergraduate students in a university residence hall, addressed their personal and academic issues while writing weekly reports and enforcing regulations to maintain a safe and enjoyable living environment.
- Coordinating resident events and managing duties in the Hall Office.

Assistant Engineer Lead; Placebo Entertainment; May 2024 - August 2024

- Joined an LLC of 20 people to create a 3D First Person walking simulator and puzzle game using Unity 3D.
- Designed and built a raycast-based interaction system using an interface and developed core functionality for the Angel's mini-game.