

Daniele Marotta

Senior Unity Developer | Technical Lead | Gameplay & Simulation Systems

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PROFESSIONAL SUMMARY

Senior Unity developer and technical lead with 10+ years of experience building and shipping commercial PC and mobile games. Strong track record across gameplay engineering, simulation-heavy systems, technical architecture, leadership on strategy, management, and live-service products, and AI-assisted development workflows. Deep expertise in Unity, C#, DOTS/ECS, player-facing systems, performance-sensitive code, and delivery from early prototyping through launch and post-release support.

CORE COMPETENCIES

Unity & C# development | DOTS / ECS / Jobs / Burst | Simulation and management game systems | Gameplay architecture and systems design | Performance optimization | Technical leadership and mentoring | AI-assisted development workflows | Third-party API and SDK integration | Code reviews and engineering standards | Steamworks, GOG Galaxy, Photon, backend integration

SELECTED PROFILE HIGHLIGHTS

- 10+ years shipping commercial games across PC and mobile platforms.
- Led engineering efforts, architecture decisions, code reviews, and mentoring in senior and lead roles.
- Designed and delivered player-facing gameplay, AI, economy, UI, procedural generation, and live-game systems.
- Built scalable, data-driven architectures and tools that improved maintainability, feature delivery, and third-party service integration.
- Extensive use of AI-assisted workflows for codebase analysis, technical planning, supervised code generation, and multi-agent task delegation.

PROFESSIONAL EXPERIENCE

Senior Software Engineer | Decentraland Foundation

Jun 2025 - Present

decentraland.org/

- Implemented core 3C and player-facing gameplay systems for a large-scale Web3 virtual world platform within a team of about 10 engineers.
- Delivered high-impact character features including gliding, double jump, controller parameter overrides for UGC, UGC Smart Items, dynamic lights for UGC scenes, and Head Sync for more expressive multiplayer interactions.
- Built features that directly affected all players through core character behavior, social presence, and creator flexibility across live gameplay and UGC experiences.
- Investigated complex production issues across gameplay and networking layers, improved gameplay stability, and worked in an engineering environment with AI integrated into code review, CI/CD, and internal tooling.
- Initiated a bi-weekly engineering discussion focused on practical AI adoption and how new AI capabilities could be applied effectively at work.

Senior Gameplay Programmer | The Sandbox

Aug 2023 - May 2025

www.sandbox.game/en/

- Worked on core 3C systems for a live online DOTS-based project, including player movement and traversal features such as dashing, double jump, gliding, and flying.
- Implemented gameplay systems with Unity DOTS using ECS, Jobs, and Burst, with strong focus on keeping simulation code tight and reliable.
- Delivered changes that affected all players through core movement systems, while contributing extensively to bug fixing, gameplay stability, and runtime performance improvements.
- Collaborated in technical reviews and architecture discussions to improve maintainability and consistency across gameplay systems.

Senior Unity Developer | Ten Square Games

Mar 2022 - Jul 2023

play.google.com/store/apps/details?id=com.tensquarega

mes.letsfish2

- Delivered gameplay features for Fishing Clash, a large live mobile title, within a substantial legacy Unity codebase and an engineering team of roughly 6 to 7 developers.
- Added the Boss Hunt game mode, which shipped publicly and delivered real KPI impact, while working through complex existing systems and significant technical debt.
- Owned feature delivery while mentoring and supporting junior to mid-level engineers.
- Partnered closely with designers to turn feature goals into shippable technical plans in a fast-moving live-service environment.

Lead Game Developer | Dapper Penguin Studios

2017 - Feb 2022

- Served as the technical lead across two major PC titles and one major DLC, with final responsibility for technical decisions, architecture direction, system quality, and overall delivery across teams ranging from 2 to 4 engineers.
- Held full technical ownership of Rise of Industry, helping turn a messy foundation into a shippable product and ensuring the overall game worked reliably across interdependent systems.
- Owned core systems in Rise of Industry, including AI, traffic simulation, procedural generation, and more, while contributing across a broad range of gameplay and technical systems.
- Held the same full technical ownership on Recipe for Disaster from day 0, including building the proof of concept shown to the publisher and shaping an architecture that was easy to extend through prototype, Early Access, and post-launch support.
- Shipped a highly requested infinite mode for Recipe for Disaster in roughly two weeks after player demand emerged, demonstrating the flexibility of the underlying architecture.
- Owned and delivered core simulation systems including AI, economy, workflow logic, procedural generation, UI, platform integrations, and developer workflow improvements.

Selected shipped projects: Recipe for Disaster | [Steam](#) Rise of Industry 2130 | [Steam](#) Rise of Industry | [Steam](#)

Game Developer | Cloudburst Room Escape

2017

- Contributed to the mobile puzzle game Castle Breakout for Android and iOS.
- Implemented the Unity AssetBundle pipeline and optimized UI behavior for mobile performance constraints.

Team Leader | Forgotten Mines

2016 - 2017

- Led one development team on a multiplayer game project and coordinated delivery across gameplay and online features.
- Implemented client-side Photon networking and integrated Azure and NoSQL backend services.
- Developed shaders, visual effects, UI systems, and Steam integration features.

EDUCATION

Master's Degree in Computer Software Engineering

Universita degli Studi di Napoli Federico II

TECHNICAL KEYWORDS

Unity, C#, DOTS, ECS, Jobs, Burst, Gameplay Programming, Simulation Systems, AI, Economy Systems, Procedural Generation, UI Development, Optimization, Multiplayer, Steamworks, GOG Galaxy, Photon, Azure, NoSQL, Git, AI-Assisted Development, Spec-Driven Code Generation, Multi-Agent Task Orchestration