

DANIELE MAROTTA

Senior Gameplay Engineer | Technical Lead | Simulation & Systems Specialist

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PROFESSIONAL SUMMARY

Senior Gameplay Engineer and Technical Lead with 12+ years of Unity experience building commercial PC, mobile, and online games. Technical Lead on Rise of Industry and Recipe for Disaster, with expertise in gameplay architecture, simulation systems, optimization, gameplay AI, and large-scale Unity development. Proven track record of taking ownership of complex systems, solving difficult technical challenges, and delivering critical features from prototype through launch. Combines deep engineering experience with modern LLM-assisted development workflows for codebase analysis, implementation planning, supervised code generation, and accelerated feature delivery.

HIGHLIGHTS

- 12+ years professional Unity experience
- Technical Lead on 3 shipped commercial titles
- 6 shipped commercial games across PC, mobile, and online platforms
- Fully remote throughout entire professional career
- Extensive use of LLM-assisted development workflows

SHIPPED TITLES

Technical Lead [Rise of Industry](#) • [Rise of Industry: 2130](#) • [Recipe for Disaster](#)
Senior Gameplay Engineer [Fishing Clash](#) • [The Sandbox](#) • [Decentraland](#)

AREAS OF EXPERTISE

Gameplay Architecture & Systems Design • Unity, C#, DOTS/ECS, Jobs, Burst • Dependency Injection & IoC (Zenject, custom) • JavaScript, TypeScript, Node.js • Simulation & Management Game Systems • Gameplay AI Systems • Optimization & Performance Engineering • Technical Leadership & Mentoring • Multiplayer & Networking (Netcode for Entities, Photon, Lockstep, Authoritative Server Architectures, Client-Side Prediction) • Procedural Generation • Mobile Games & LiveOps • Backend Service & API Integration • Unit Testing • AI-Assisted Development Workflows • Full Feature Ownership

RECENT EXPERIENCE

Senior Unity Developer, Decentraland Foundation (Jun 2025 – Apr 2026)

- Took ownership of Dynamic Lights during a team transition and successfully delivered the feature for UGC creators.
- Led major implementation work on Smart Items and delivered player-facing gameplay systems including gliding, double jump, Head Sync, and creator-focused features.
- Worked extensively with JavaScript, TypeScript, and Node.js while developing and debugging UGC scenes, building test scenarios for new features, and investigating issues reported by third-party creators.
- Investigated gameplay and networking issues, improving system stability.
- Wrote unit tests for gameplay features.

Senior Gameplay Programmer, The Sandbox (Aug 2023 – May 2025)

- Developed core movement and traversal systems for a large-scale DOTS and Netcode-based multiplayer project.
- Contributed to a major player controller refactor enabling modular gameplay abilities and implemented features including flying, gliding, and dashing.

- Investigated and resolved complex ECS gameplay and collision issues, improving stability, debugging capabilities, and maintainability across core gameplay systems.
- Wrote unit tests for gameplay features.

Senior Unity Developer, Ten Square Games (Mar 2022 – Jul 2023)

- Delivered gameplay features for Fishing Clash, one of the largest mobile fishing games in the market.
- Led implementation of the Boss Hunt game mode, including significant refactoring of core gameplay systems and coordination of feature delivery across engineers.
- Owned feature delivery from technical analysis through implementation and release, collaborating closely with designers, backend engineers, and QA throughout development.
- Worked extensively with backend-driven systems in a LiveOps environment, participating in API and feature contract discussions, integrating backend services and third-party SDKs, and collaborating directly with backend engineers to investigate issues and deliver new functionality.
- Regularly analyzed backend behavior, API interactions, database-driven content, and Java server-side code to support debugging, feature implementation, and cross-team development efforts.

Technical Lead, Dapper Penguin Studios (2017 – Feb 2022)

Technical Lead across Rise of Industry, Rise of Industry: 2130, and Recipe for Disaster. Owned architecture, technical direction, development workflows, code reviews, sprint planning, mentoring, and the majority of gameplay and simulation systems across projects developed by teams of up to four engineers.

- Designed and implemented the competitor AI system in Rise of Industry, enabling AI-controlled companies to manage production chains, logistics, expansion, and economic decisions across the game world.
- Designed and implemented a large-scale traffic simulation supporting thousands of active vehicles across complex road networks including bridges, overpasses, and one-way roads. Rebuilt the core implementation after earlier approaches failed and evolved it into one of the central systems of the game.
- Implemented a major progression overhaul for Rise of Industry following Early Access feedback, replacing the original unlock system with a large multi-tree research framework delivered on a tight production schedule.
- Built the original proof of concept for Recipe for Disaster and led technical development from prototype through launch and post-release support.
- Collaborated with the game's designer on a major gameplay redesign during production, helping address publisher concerns regarding player engagement and supporting the project's successful release.
- Designed a flexible architecture that enabled a fully featured sandbox mode, custom game settings, achievements, and progression extensions to be delivered in approximately two weeks in response to player demand after launch.
- Developed and maintained core systems across AI, economy simulation, workflow management, procedural generation, UI, platform integrations, optimization, and developer tooling.
- Implemented off-thread simulation systems running independently from rendering and presentation layers to support complex management gameplay at scale.

Game Developer, Cloudburst Room Escape (2017 – 2017)

- Developed mobile game features and content delivery systems for Android and iOS.

Team Leader, Forgotten Mines (2016 – 2017)

- Led a development team on a multiplayer project, implementing Photon networking, backend integrations, UI, visual effects, and Steam features.

EDUCATION

Master's Degree in Computer Engineering
University of Naples Federico II