

Marina Landis - Gameplay Engineer

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PROFESSIONAL SUMMARY

Gameplay Engineer with strong communication skills, a sharp design intuition, and five years of experience in AAA game development. Expertise in prototyping, iterating, and optimizing gameplay systems to bring a rich and satisfying player experience to life. Experience taking on design work in tandem with engineering work, often becoming a point of contact for both departments.

CORE COMPETENCIES

Programming Languages: C#, C++, Java, Python

Game Engines: Unreal Engine (including GAS framework), Unity, Godot, proprietary engines

Game Development: Multiplayer Networking | Design Principles | AI Programming | Optimization

Version Control: Perforce | Git

Collaboration: Presenting & Public Speaking | Documentation | Mentorship | Agile Methodology

PROFESSIONAL EXPERIENCE

MBC Game Studio (Remote - US) | 1001: Threads of Mizan | Gameplay Engineer 06/2025 - Present

- Built foundational combat systems, such as damage handling, hit reactions, traversal mechanics, and death & revival using the GAS framework.
- Maintained code readability, reliability, and optimization best practices with thorough documentation, code reviews, and constant communication with designers.
- Assisted with mentoring and onboarding for new designers learning to use the codebase
- Owned design for player progression and engineered gameplay systems to support intricate synergies

Free Range Games (Remote - US) | 1001: Threads of Mizan | Gameplay Engineer 11/2022 - 06/2025

- Designed, prototyped, and refined mechanics for a playable character, including traversal mechanics and a flying AI companion, which received strong playtest feedback in record time
- Rewrote weapon collision systems to be more reliable and more flexible
- Collaborated with artists and animators to integrate combat animations and VFX into gameplay, and directed iteration to create a satisfying and responsive player experience.
- Redesigned player progression to better fit the needs of the game, simultaneously decreasing the technical scope while increasing the strategic depth.

Sledgehammer Games (Remote - US) | Call of Duty: Vanguard | Gameplay Engineer Intern 06/2020 - 09/2021

- Became the point of contact for several complex gameplay systems, such as takedowns, AI flight pathing, doors, and moving platforms
- Triaged bugs in an undocumented, legacy codebase, demonstrating strong problem-solving skills.

VMWare, Innovation Labs (Palo Alto, CA) | VR Developer Intern 06/2019 - 09/2019

- Developed a schema-driven approach to generate both VR and AR employee training experiences (e.g. server assembly) from a single set of instructional animations.
- Showcased a demo of the software to hundreds of people at VMWorld 2019.

EDUCATION

Stanford University (Stanford, CA) — B.S in Computer Science 2017 - 2022

- Majored with a focus in Human-Computer Interaction.