



# Anton Gavrilov

Games / Tech / Design



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Breda, The Netherlands

## Skills

- System Design
- Game Design
- Custom Physics
- Programming
- Visual Scripting
- Scrum/Agile
- Music Production
- Video Editing

## Software

Unity



Unreal



Perforce



C++



C#



Git



.Net



Resolve



Photoshop



MS Office



Google



Notion



## Languages

**Russian** (native)

**English** (Fluent)

**Dutch** (A2)

## About Me

I'm a versatile game developer with a passion for novelty. Over 5 years of game development experience. I've worked in roles of all kind, from engine and graphics programming, to game design, and even music production. My strong suits are programming, system design, and Fluent gameplay

## Selected Projects

**JELLO (Out on Steam, soon out on Switch)** August 2018 – July 2023

Full time August 2021 - July 2022

### Personal Project (Froggy Frog Games)

- Custom made jelly physics at the core of gameplay
- Level editor with procedural decorations, designed for effortless beauty
- Various movement mechanics, game design, level design
- Server with Azure and .Net
- Managing an employee and freelancers

**Infinity Labs** September 2018 - August 2021

### Systems Engineer

- Developed a template for XR interactions in both Unreal and Unity, laying the groundwork for all new projects of the company
- Took part in developing multiple projects with all kind of different requirements: Hand tracking, networking and AR just to name a few

### Smart Variables

#### Unity Package

- Developed a system in Unity based on Scriptable Objects that allows the user to connect components in modular ways
- Allow networked synchronization and/or saving variables in build
- Used both in Jello, and in Unity projects at Infinity Labs

## Education

**Creative Media and Game Technologies** – NHTV University Breda  
Bachelor Diploma (2015 – 2019)

## Work Experience

**Jello** Froggy Frog Games (Own game & freelance projects)

August 2021 - ongoing

**Systems Engineer** Infinity Labs

September 2019 - August 2021

**Programming internship** Codeglue

September 2018 - February 2019