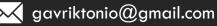


Anton Gavrilov

Games / Tech / Design









Breda, The Netherlands

Skills

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

Software

Unity

Unreal









C++

C#

Perforce







.Net

Resolve

Photoshop







MS Office

Google

e Notion







Education

Creative Media and Game Technologies

NHTV University Breda Bachelor Diploma (2015 – 2019)

Languages

Russian (native)

English (Fluent)

Dutch (A2)

About Me

I'm a versatile developer with a passion for originality. Over 7 years ofdevelopment 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 systems programming and design.

Selected Projects

XR-IT October 2024 - November 2025

Engine Plugins for Virtual Production

- C++ Plugin for Unreal Engine to control virtual production systems, UI/UX, Unity Plugin

JELLO August 2018 - July 2023, Full time August 2021 - July 2022

Froggy Frog Games (My company)

- A Game in Unity, released on Steam and Nintendo Switch
- Custom physics, movement mechanics, game design, level design
- Level editor with procedural decorations for beauty by default
- Server with Azure and .Net

Pix Engine September 2023 - August 2024

C++ Engine at Pix Games

- Help developing a Voxel Engine in C++ 20
- Integrating Jolt Physics, Noesis GUI, Assimp importer
- Work on Gameplay systems for testing and improving the engine

Infinity Labs September 2018 - August 2021

Systems Engineer

- A template for XR interactions in both Unreal and Unity, laying the groundwork for all new projects of the company

Smart Variables

Unity Package

- Unity package using Scriptable Objects for modular scripts connections
- Allow networked syncronization and / or saving variables to disk

Work Experience

C++ Engineer Freelance July 2022 - ongoing

Founder / Developer Froggy Frog Games, Jello August 2021 - July 2023

Systems Engineer (Unity, Unreal Engine) Infinity Labs September 2019 - August 2021

Programming internship (Unity porting PC to mobile) Codeglue September 2018 - February 2019