



# 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



Git



C++



C#



Perforce



.Net



Resolve



Photoshop



MS Office



Google



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 of 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 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 synchronization 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