



Anton Gavrilov

Games / Tech / Design

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Breda, The Netherlands

Core Skills

Systems design
Gameplay programming
Agentic engineering
AI orchestration
Custom physics
Engine tooling
Visual scripting
Game design
Technical ownership

Technology

C++ / C# / .NET
Unreal Engine / Unity
Perforce / Git
Claude / Codex / Antigravity
vLLM / local AI systems
ChromaDB / TEI embeddings
FastAPI / Docker
AI-assisted development
Azure services
Notion / Google Workspace

Education

Breda University of
Applied Sciences
Creative Media and Game
Technologies
Bachelor's degree, 2015-2019

Languages

Russian: native
English: fluent
Dutch: A2

About Me

Versatile developer with 7+ years of experience across engine programming, gameplay systems, tools, design, and production. Strongest in systems programming and design, with hands-on experience in Unreal Engine, Unity, C++, C#, and custom physics.

During the past year I moved deeply into agentic engineering: using AI agents to build and maintain code, designing AI-orchestrated systems, and setting up local LLM workflows with vLLM for private experimentation and tooling.

Work Experience

C++ Engineer | Freelance

July 2022 - ongoing

- Developed engine, gameplay, and AI-assisted tooling for Unity and Unreal-based projects.
- Set up agentic coding workflows with Claude, Codex, and Antigravity to accelerate delivery.
- Configured local LLM systems with vLLM for private AI experimentation and tool-connected systems.

Founder / Developer | Froggy Frog Games, JELLO

August 2021 - July 2023

- Led development of JELLO from prototype through release on Steam and Nintendo Switch.
- Owned custom physics, movement mechanics, level design, and supporting backend systems.

Systems Engineer | Infinity Labs

September 2019 - August 2021

- Created reusable XR interaction foundations for new Unity and Unreal projects.
- Worked across gameplay, tools, prototyping, and technical design for client projects.

Programming Intern | Codeglue

September 2018 - February 2019

- Ported Unity gameplay from PC to mobile, adapting input, performance, and platform behavior.

Selected Projects

XR-IT | Engine Plugins for Virtual Production

October 2024 - November 2025

- Built C++ Unreal Engine plugin functionality for virtual production control systems.
- Worked on Unity integrations and production workflow tooling.

SmartConsultant | Agentic Product Consultant

2026

- Built a Russian-language tool-calling AI consultant for an automotive and construction chemicals catalog with over 2000 products: paints/coatings, cleaners, lubricants, foams, additives, adhesives, sealants, care products, and accessories.
- Deployed for a large enterprise client with KB + ChromaDB catalog retrieval, grouped requirement search, article/variation lookup, FastAPI/SSE chat, stateless sessions, telemetry, Docker/VPS, vLLM, and TEI embeddings.

Pix Engine | C++ Engine at Pix Games

September 2023 - August 2024

- Contributed to a C++20 voxel engine and gameplay systems used to test engine features.