ANTHONY DEROSSI
Game Programmer

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📍 Valencia, Spain
in LinkedIn
🌐 Portfolio Web

EDUCATION

Multimedia Engineer
Computer Science
Higher Technical School of Engineering

📅 Sep 2022 - current
📍 Valencia, Spain

Higher Vocational Training in **Animation**, **Game Design**, and Interactive Media
IES Camp de Morvedre

📅 Sep 2019 - May 2021
📍 Valencia, Spain

TECHNICAL SKILLS

Programming Languages
C/C++ | C# | Phyton | HTML | CSS | JS

Tools
Visual Studio | Rider | FMOD Studio

Frameworks and Engines
Unity | Unreal-Engine 4/5 | Godot

Project Management Tools
Jira | Trello | Plane

REFERENCES

References available upon request.
Please contact me via e-mail, LinkedIn or phone

WORK EXPERIENCE

BrokenQuill *(Current)*
Lead Programmer & Founder | 2024–Present

- **Developing two original titles** (Fluffy Carnage and NeuroCorp), responsible for:
  - Full-stack game programming (Unreal Engine).
  - Core systems architecture and technical direction.
  - Managing development pipelines and platform adaptations.

NoxNoctis
Lead Programmer | Oct 2020– May 2024

- **OVRDARK** (VR Horror – PS5/PC/Meta/Pico):
  - Implemented **majority of gameplay systems**, VR interactions, and platform-specific optimizations.

- **DO NOT OPEN** (PS4/PS5/PC):
  - Programmed **core gameplay mechanics**, progression systems, and save/data handling.
  - Led **porting process** across all target platforms.

Quasar Dynamics
Gameplay Programmer (Internship) | Mar 2021– Aug 2021

- Implemented **key gameplay mechanics** for Mr. Wonderful Planet (mobile).
- **Collaborated on code architecture** and class design.

INTERESTS & COMMUNITY

- Mentoring in **game dev Discord servers**.
- Helping developers in **Epic Games forums** and Stack Overflow
- Building **webs** for myself or friends (HTML/CSS/JS)
- Participating in **game jams**
- Experimenting with **VR**
- Creating **Unreal plugins** for common gameplay systems
- Attending **tech conferences** (GDC talks, Unreal Fest streams)

CAREER OBJECTIVE

Gameplay programmer experienced in PC, VR and console development. Specializes in clean code and player-focused mechanics. Values teamwork and knowledge sharing to build better games together.

LANGUAGES

- Spanish (Native)
- English (Fluent)