Contact

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Linkedin

Anthony Vettese

Portfolio

https://www.fakeportfoliolink.com/

Software

- C++
- C#

- C++
- Blueprint

- C++
- C#

Languages

- French – Native
- English – Intermediate (B2)

Soft Skills

- Strong organizational skills
- Excellent teamwork and collaboration abilities
- Capable of working efficiently and with attention to detail

Anthony Vettese

Video Game Programmer

📍 7100 La Louvière, Hainaut, Belgium

Education

Haute École Albert Jacquard, Namur — Master's Degree in Video Games Specialization in Programming *(September 2023 – Present)*
Institut Saint-Joseph, La Louvière — Secondary School Diploma in Computer Science *(September 2016 – June 2023)*

Technical Skills

Unity : Proficient in C# and C++ / Solid overall knowledge of the engine
Unreal Engine : Proficient in C++ and Blueprint / Solid overall knowledge of the engine
Additional Skills : Introductory experience in animation, sound design, and 3D modeling (Blender, Zbrush, Maya, Photoshop, Reaper...)

Work Experience (All of my projects are available in my portfolio)

Projects – First Year (Group Projects)
- **Donkey Kong (1981) Remake – Unity (December 2023)**
  Role: Programmer
- **Top-Down Prototype – Unreal Engine (June 2024)**
  Role: Programmer & Project Coordinator

Projects – Second Year (Solo Projects)
- **2D Platformer Game – Unity (December 2024)**
  Role: Solo Programmer, Projet Manager
- **Tactical Turn-Based Game – Unreal Engine (C++) (December 2024)**
  Role: Solo Programmer, Projet Manager
- **Vertical Space Shooter – C++ (No Game Engine) (Juin 2025)**
  Role: Solo Programmer, Projet Manager

Student Job
- **Cashier – Cora Supermarket, La Louvière (Summer 2023 & 2024)**

Objectives

I'm passionate about games that deliver unique experiences through storytelling or gameplay. I enjoy writing my own stories and exploring creative mechanics to bring them to life — whether through a simple adventure or gameplay that revolves around music and sound.

Hobbies

- **Music –** I enjoy exploring different genres and often analyze how music impacts emotions, which inspires my approach to game atmosphere and audio-driven mechanics.
- **Movies –** I'm passionate about storytelling in cinema, especially how visuals and pacing convey emotion — a major influence on how I think about narrative design in games.
- **Board Games –** I regularly play strategy and cooperative board games, which helps me study game balance, player interaction, and system design from a non-digital perspective.