



## PORTFOLIO

[anthonycuttivet.github.io](https://anthonycuttivet.github.io)

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**Available on-site worldwide**

## SHIPPED GAMES

### UFO ROBOT GRENDIZER - The Feast Of The Wolves

Unity | PC - PS5- PS4 - XBox Series/One  
Endroad - 14/11/2023

### Project RecovR

Unreal Engine 4 | PC - Android  
The Seed Crew - 01/10/2020

### Darkness Rollercoaster - Ultimate Shooter Edition

Unity | PC - PSVR  
Creative VR 3D - 08/05/2019

## EDUCATION

### Animator's Journey taught by Lucas Ridley

2025

### Master's Degree in Game Development University of Nice Côte d'Azur

MAJIC | 2018-2020

## SKILLS

C++ C# GDScript

Unity Engine Unreal Engine Godot

ECS Animation Programming Git

AI Combat Programming Maya

Game Feel Raclette Analyst

# ANTHONY //

# CUTTIVET

TECHNICAL ANIMATOR / GAMEPLAY PROGRAMMER

## WORKING EXPERIENCE

### Technical Animator & Gameplay Programmer | Endroad | C#, C++

03/2021 - 10/2024 | 3.5 years

- Architecture and implementation of a custom online packet-based animation system for an undisclosed Unreal Engine 5 game.
- Architecture, implementation and maintenance of a custom animation system that handles every Animation-Driven Gameplay of the game. Designed with scalability and ease of fine tuning as its core.
- Ownership of all Bosses related features, in close collaboration with designers. From AI to combat mechanics, player first development was paramount to ensure a challenging yet enjoyable gameplay.
- Expertise on development of gameplay features using an ECS architecture for a semi Open World game, with performance as the main focus.

### Junior Gameplay Programmer | The Seed Crew | C++

04/2020 - 10/2020 | Internship, 6 months

- Technical rework of several existing game modes to allow more scalability.
- Establishment of a Data-Driven architecture that facilitates balancing.
- Research and implementation of an Animation-Driven workflow to handle both high quality visual appeal and ease of addition of new gameplay

### Junior Gameplay Programmer | Creative VR 3D | C#

05/2019 - 09/2019 | Internship, 4 months

- Complete port of newly released PSVR game to PC with full support for HTC Vive and Oculus Rift.
- Research and implementation of numerous Game Feel elements : haptic feedbacks, visual effects, sound cues...
- Integration of Steam SDK features such as Achievements, Leaderboards, DRMs and In-Game Overlay.

## LANGUAGES

### English

Fluent

### French

Native

## REFERENCES

### Baptiste DUPY

CTO, Endroad

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### Chabane HADJI

CEO, The Seed Crew

chabane@theseedcrew.com

## HOBBIES

