



Anthony Derossi

GAME PROGRAMMER

CONTACT

Valencia, Spain
anthonyleitesderossi@gmail.com
+34 624 621 804
[LinkedIn](#)

SKILLS

LANGUAGES

C/C++, C#

ENGINES

Unreal Engine 4/5, Unity, Godot

FOCUS

Gameplay systems, VR (PC, Meta, Pico),
Multiplayer & networking, Production & tooling

Project Management

Jira, Trello, Plane

TOOLKIT

VERSION CONTROL

Perforce, Git, Sourcetree

SOFTWARE

Photoshop, Blender, Android Studio

AVAILABILITY

WORK MODE

Open to remote, hybrid, or on-site

LANGUAGES

SPANISH

Native

ENGLISH

Advanced. Comfortable leading meetings
and technical discussions

SUMMARY

Game Programmer & Studio Founder | 6+ Years Experience

Versatile programmer with **2 shipped titles** across **PC, PlayStation, Meta, and Pico VR**. Founder of BrokenQuill, leading a 7-person team for 3 years through full-cycle development.

- **Engineering:** Hands-on experience in multiplatform and VR architecture.
- **Production:** Full Agile workflow management (sprints, milestones, team coordination).
- **Business Operations:** Complete studio management, including publisher & investor relations.

EXPERIENCE

Founder & Sole Programmer · BrokenQuill

Apr 2024 – Present

- Sole programmer for a team of 7-8 (art, VFX, animation, audio)
- Wearing every hat the studio needs: code, funding outreach, and event logistics
- Leading the team is something I genuinely enjoy, not just a byproduct of founding it

Programmer · NoxNoctis

May 2021 – May 2024

- Core programmer on two shipped titles, from gameplay systems to PS5 and VR porting
- Owned builds, QA, and store setup on Steam and PlayStation for both games
- Acted as the main technical point of contact with publishers on both projects

SHIPPED & NOTABLE PROJECTS

NeuroCorp

Apr 2025 - On Standby

Cyberpunk Horror Co-Op - PC

- Multiplayer networking/replication, gameplay mechanics, enemy AI, player progression
- Shipped a playable Steam Next Fest demo for up to 6 concurrent players
- Set up Steam integration, build pipeline, and GitHub version control
- Grew community to ~1,000 wishlists with zero marketing spend; pitched to publishers/investors

Fluffy Carnage

Nov 2024 - On Hold

Hack'n Slash Roguelite Action - PC

- Led a 7-person team as Lead Programmer while managing event logistics
- Coded core gameplay, enemy combat, and local 2-player co-op mechanics
- Built UE5 enemy AI with EQS for spatial queries and multi-height behaviors
- Integrated FMOD audio middleware and dynamic sound systems

OVRDARK

Dec 2022 – May 2024

VR Survival Horror - PS5, PC, Meta, Pico

- Defined core gameplay architecture and mechanics (SOLID)
- Led VR feature integration: motion controllers, world interaction, animation
- Owned PS5 porting: SDK setup, builds, patching, QA
- Represented the project at GDC San Francisco and GDC Europe
- Mentored junior developers on Unreal Engine/VR workflows

DO NOT OPEN

Aug 2021 - Nov 2022

Escape Room Horror — PS4, PS5, PC

- Designed core gameplay, puzzle mechanics, and enemy AI behaviors (SOLID)
- Handled PS4/PS5 porting, performance optimization, and console compliance
- Maintained Jira/GitHub pipelines and served as main publisher tech liaison
- Onboarded, mentored, and supported new developers joining the team

Mr. Wonderful Planet

May 2021 - Aug 2021

Mobile Casual Adventure — Android, iOS

- Programmed gameplay systems: pick-up enhancers, 3D movement, environment interaction
- Built the login system and in-app purchase (IAP) flow
- Led development of the "Pang" minigame end-to-end
- Refactored legacy code for maintainability