



Anthony Blond.

Game developer

About Me.

I am a developer passionate about game development.

I have been working mainly with Unreal Engine for seven years, but I am also comfortable with other technologies. I place great importance on design and game feel in all of my projects.

Outside of work, I play competitive beach volleyball and enjoy rock climbing and calisthenics, purely for the sake of performance.

Technical Skills.

Unreal Engine 4|5 : C++ - Blueprint - Networking - Consoles - Optimization - Gameplay - Systems - Tools - TRC - Mobile - VR - Pixel Streaming

Unity : C# - PC - VR

Plateformes : PC - Switch - PS4|5 - Xbox One|Series - Steam Deck - Vive - Quest

IT : Jenkins - Perforce - SVN - Builds - Patch - DLC - Docker

Web : HTML - CSS - JS - Angular - React - PHP - Laravel - Electron - Flask

Soft skills : Management - Recruitment - Scrum

Languages.

French - Native

English - Professional

Contact.

06.84.44.80.55

anthony.blond.dev@gmail.com

linkedin.com/in/anthonyblond

Lyon, France



www.anthonyblond.com

Education.

Master's degree - Computer Engineering

2016 - 2018

SupInfo - Ecole supérieure d'informatique

Bachelor's degree - Mathematics & Computer Science

2013 - 2016

Université Lyon 1

Experiences.

Lead programmer | OSome Studio

2021 - 2025

Development of licensed video games (AA) for the platforms: PC, Switch, Xbox (One/Series), PlayStation (4/5)

Responsibilities : Technical and technological choices - Gameplay/Tool programming - Optimization - Build and patch management - Recruitment and Management

Technologies : Unreal Engine 4|5 - C++ - Jenkins - Perforce

Developer and Technical Lead | UniVR Studio

2021 - 2025

- Development of multi-user training programs in virtual reality (medical, surgical, pharmaceutical, railway, etc.).
- Development of a VR catalog management platform.

Responsibilities : Technical and technological choices - Gameplay/Tool programming - Networking - Optimization - Full-stack web development

Technologies : Unreal 4 - C++ - Electron - Angular - Laravel - Unity

Developer and Technical Lead | Freelance

Since 2021

- Development of a multiverse with Unreal Engine 5, accessible through a web browser via Pixel Streaming and GCP Cloud.
- Development of interactive and immersive real-time advertising experiences, accessible directly from a simple browser.

Responsibilities : Technical and technological choices - Gameplay/Tool programming - Networking - Optimization - Pixel Streaming - Full-stack web development

Technologies : Unreal 4|5 - C++ - Laravel - React - GCP

Personal Projects.

Multiplayer Framework

Implementation of a reusable system in Unreal Engine 5 to speed up the development of online games. It integrates the essential features (connection, synchronization, sessions, save system, skins, streaming, settings, VOIP, etc.).

Don't fall : 3D multiplayer platformer in Unreal Engine 5 focused on precision and physics.

Unmasked : Multiplayer FPS in Unreal Engine 5 focused on investigation and survival, where innocents and murderers face each other using powers and tools.

Rush Motors : Top-down party game in Unreal Engine 4 centered on car repair.

Others

- Deployment of Perforce/SVN servers with Docker
- Game jams
- Creation and hosting of websites
- Creation of a robot with a Raspberry Pi, remotely controllable via a website