

Anton Vasserman

Gameplay Engineer

Rishon Lezion, Israel (Open to Relocation)

 [Portfolio](#) •  [LinkedIn](#) •  [GitHub](#) •  antoshvasserman@gmail.com

SKILLS

C++
Blueprints
.NET & C#
ASP.NET Core
Azure Cloud
TypeScript & React

SOFTWARE

Unreal Engine 5
Unity
JetBrains Rider
Visual Studio

UE TOOLSET

Animation Warping
Chooser Tables
Common UI
GAS (Gameplay Ability System)
Gameplay Camera System
Motion Matching
Motion Warping
Mover
State Trees
UMG ViewModel

SOURCE CONTROL

Git & GitHub
Perforce (PV4)
Azure DevOps
Diversio

TASK MANAGEMENT

Jira
Azure DevOps

LANGUAGES

C1: English, Hebrew
A2: Russian

ABOUT ME

Hello there! 🙋

I'm Anton Vasserman, a Gameplay Engineer, Ex-Software Engineer and Unreal Authorized Instructor with a strong passion for Programming, and Gaming.

Currently I volunteer at Unspoken Worlds as a Lead Gameplay Engineer and at Kyrie Studios as a Gameplay Programmer. Additionally I contribute to Unreal Engine through UE Community tutorials and source code contributions.

And when I'm not deep in Unreal Engine, you can find me raising my two precious Yorkies, traveling, working out, and obviously gaming!

Make sure to check out my [Portfolio](#), as it includes my projects with easy to view reels and thorough breakdown of my work.

EMPLOYMENT & EXPERIENCE

Gameplay Engineer, Smoothie Studios Jun 2026 – Present

Psychotic Descent (First-Person Narrative Horror, Unreal Engine)

- Contributions to be added closer to release.

Lead Gameplay Engineer, Unspoken Worlds Mar 2026 – Jun 2026

Unutterable (Third-Person RPG, Unreal Engine)

- Led a small development team of two programmers, providing mentoring, feedback, code reviews and task prioritization.
- Developed a data-driven and configurable Spell and Damage system using GAS, enabling designers to create new spells without the need of Blueprints or C++.
- Developed player UI including health and a radial Spell Wheel using CommonUI and UMG ViewModel.
- Developed basic enemy AI using AI Perception and StateTrees.

Gameplay Programmer (Part-time), Kyrie Studios Feb 2026 – Jun 2026

Ash of Nine (Third-Person Action RPG, Unreal Engine)

- Developed enemy AI decision making between blocking and evading using GAS and StateTrees.
- Added Motion Warping for player and enemy's melee attacks.
- Improved interaction UI widgets with networking support for co-op using Blueprints and CommonUI.
- Developed player zip-line traversal mechanics.

Software Engineer 2, Microsoft Oct 2019 – Jul 2025

Microsoft Defender Vulnerability Management

Oct 2023 – Jul 2025

- Worked in a big scale codebase and agile work environment improving and fixing the service's Backend using: .NET, C# and various Azure offerings.
- Implemented new Frontend features for the Microsoft Defender portal using: Typescript and React.

Azure Alerts

Jul 2019 – Oct 2023

- Worked with our Research team to integrate algorithms and smart solutions into our backend codebase, ensuring clean integration and optimal performance.
- Created internal tools to improve engineer's on-call and incident investigations.

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PROJECTS

PERSONAL PROJECTS

Evil Islands Remake (Unreal Engine 5.7)

Mar 2026 – Present

- Remake of “[Evil Islands: Curse of the Lost Soul](#)” (demo version) by [Nival Interactive](#).
- Emphasis on C++ with usage of: GAS, Gameplay Camera System, Mover.
- UI designed by my wife (UI/UX designer) and integrated by me with usage of: CommonUI, UMG ViewModel.

Cursed Lands (Unreal Engine 5.6)

Apr 2025 – Oct 2025

- Third-person portfolio piece, with a complete gameplay loop and UI.
- Emphasis on C++ with usage of: GAS, Gameplay Camera System, Motion Matching.
- UI designed by my wife (UI/UX designer) and integrated by me with usage of: CommonUI, and UMG ViewModel.

COLLABORATIVE PROJECTS

Shoots and Leaves (UE 5.7), CG Spectrum - Q1 2026 Game Jam

Jan 2026

- First-person game jam, created in 5 days, with a complete gameplay loop and UI.
- Implemented all game mechanics with emphasis on Blueprints, for a faster iteration process and ease of use for designers and non-programmer team members.
- Worked with a Game Designer to bring ideas and designs to life and integrated World Partition and OFPA to enable simultaneous editing of our Level.
- Worked with 3D Modelers to integrate and adjust custom assets into the project.
- Full list of all the amazing team members can be found in the project's link.

EDUCATION & CERTIFICATION

Unreal Authorized Instructor (Silver)

Jan 2026 - Present

Issue by Unreal Authorized Partners.

Game Programming Foundations

Apr 2025 – Oct 2025

[CG Spectrum](#) using Unreal Engine 5. Graduated with Excellence.

Unity Certified Associate: Programmer

May 2024 - April 2027

Issued by Unity Technologies.

B.Sc. in Computer Science

Oct 2016 – Oct 2019

[H.I.T \(Holon Institute of Technology\)](#). Graduated with Excellence.