

Elias Dridi - Technical Animator

Portfolio: <https://captaindels.github.io/Portfolio/> | Demo Reel: <https://youtu.be/uyJTBMavq1Y>

Email: e.dridibourguiba@gmail.com

Technical Animator with 3+ years of experience in Unreal Engine, C++, Unity and C#. Skilled in locomotion systems, procedural & runtime systems, optimization and debugging.

SKILLS

Engines: Unreal Engine, Unity, Godot

Programming Languages: C++, Unreal Blueprint, C#

Versioning & Collaboration: Perforce, Git, Office & Google Suite, Jira, Teams, Trello, HacknPlan

Spoken Languages: French (Native), English (Professional)

PROFESSIONAL EXPERIENCE

Technical Animator & Gameplay Programmer - Skesia

March 2025 - September 2025

Educational game developed collaboratively with a team of 7.

- Created a locomotion system in Unity using **Animator state machines** and **2D blend trees**
- Implemented an **NPC animation controller** triggering responsive animations to player actions
- Delivered and maintained key features based on client requirements and feedback
- Collaborated with cross-functional team members to improve development processes

PROJECTS

Technical Animator - [Advanced Locomotion System](#) - Personal Project

June 2026 - July 2026

Solo UE5 project porting the ALS locomotion logic to C++ with a fully **multithreaded** animation graph.

- Implemented **layered locomotion** with per-bone blending for independent upper- and lower-body motion
- Used **Unreal Insights** to profile the anim graph and confirm evaluation ran off the game thread
- Built a **two-bone IK system** for hand placement and foot adaptation on uneven terrain
- Integrated **aim offsets** over the locomotion pose for responsive aiming
- Debugged animation poses and state transitions using Unreal's **Rewind Debugger**

Technical Animator - [Off Gridders](#) - Shipped Game

October 2025 - May 2026

Team vs Team 3D multiplayer sports game developed collaboratively with a team of 21.

- Created and owned a **layered locomotion system** for **networked** characters, from prototype to a functional production state. Worked directly with animators, game designers, and gameplay programmers to tune movement feel and integrate it with the game's networked movement.
- Developed and optimized a **modular character customization system** for **networked** multiplayer
- Built **procedural secondary motion** using **Control Rig** to add life to character movement
- Used **IK Retargeter** to port a third-party animation library onto the project skeleton during prototyping

EDUCATION

Master's Degree in Game Design & Programming, Isart Digital

2022 - 2027