Andre Lebecki

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Portfolio: https://calnine.itch.io/

EDUCATION:

University of Southern California, Viterbi School of Engineering/USC Games   Graduating May 2024
Junior Majoring in Computer Science (Games), 2022-2023 school year | Minor in Games Entrepreneurism

SKILLS:

Programming Languages:
- C++, Java, C# (Proficient), Python (Intermediate), HTML 5, MySQL, and Swift (Beginner)

Software:
- Unity, Unreal Engine 5 with Blueprint & UMG, Visual Studio, Perforce/Git, Docker, Microsoft Office Suite, FMOD, AR Foundations, Tensorflow, and TMK Firmware

Development:
- Agile Development, Object-Oriented Programming, Game Programming, Linear Algebra, Game Engines, Data Structures, Algorithm Design, AI & Behavior Trees, AR, Web Dev, Multithreading, and Networking

Business:
- Project Management, Usability Testing, Opportunity Evaluation, User Research, and Pitch Deck creation

EXPERIENCE:

Milestone Entertainment - *Game Analyst*   September 2022 - Present
- Conducted product and financial analysis, game testing, and deck creation on major AAA game titles

"Bomb Buddies" - *Gameplay/Audio Engineer* - Mobile AR Party Game   September 2022 - Present
- Co-Engineered micro-games using **Unity AR Foundation**
- Managed **perforce** version control
- Integrated UI from **Figma** and audio from **FMOD** into Unity and Perforce
- Researched documentation for how best to track a room using an AR device

"Blindsight: War of the Wardens" - *Lead Designer* - PC Martial Arts Action Game   June 2022 - Present
- Managed a team of 4 designers and coordinated between engineers and designers
- Created **15** design specification documents and associated executive summaries and balanced them in engine
- Designed weapons, enemies and **AI**, combo meter system, echolocation combat system, and the health system
- Designed a tutorial level for movement and echolocation and helped with encounter design
- Implemented enemy behavior alongside engineers using **Unity Behavior Designer**
- Implemented echolocation creating objects and debugged counters

Student Assistant - Professor Gordon Bellamy   August 2021 - Present
- Coordinated with Game and Streaming industry professionals to schedule guest lectures

"Trinity" - *Lead Engineer and Designer* - PC Boss Rush RTS   August 2021 - December 2021
- Co-Designed initial concept
- Ran usability tests and metric collection/analysis
- Programmed and designed the player character abilities and boids system in **Unity**
- Coordinated with sound designers and composers to create and implement the sfx and music

Game Jams - *Gameplay Designer & Programmer*   2020 - 2021
- Participated in GMTK, Brackeys, Open Alpha, and Newbies & Vets Game Jams; Iterated on ideas in **C#**

"Backstreet Beats" - *Lead Producer* - Memory Race Board Game   August 2020 - December 2020
- Co-Designed core loop and gameplay elements based on player feedback & ran usability tests

"Criminal Empire" - Amber Studios - Mobile - *Intern*   Summer 2019
- Learned about different roles in the game industry and how they coordinate with each other to create a product

Zed Keyboards - *CEO*   2017
- Co-designed and engineered prototypes, ran user research, and pitched to investors