ANDRE LEBECKI

Los Angeles, CA | (310) 600-1483 | andrelebecki@gmail.com | Linkedin | Portfolio | Itch.io | Github

EDUCATION:

University of Southern California, Viterbi School of Engineering/USC Games

Master of Science (MS) in Computer Science — May 2025

Bachelor of Science (BS) in Computer Science (Games), Minor in Games Entrepreneurism — May 2024

SKILLS:

Programming Languages: C++, C#, Java, Python, HTML 5 + CSS, MySQL, and Swift

Tools: Unreal Engine 5, Unity, Visual Studio, Perforce/Git, Notion, Microsoft Office, DirectX, OpenGL, Photoshop, Illustrator, Steamworks, Epic Games Store, PyTorch, FMOD, Wwise, and Photon

Development: Agile Development, Project Management, Object-Oriented Programming, Game Programming, Debugging, Optimization, Networked Development, Machine Learning, Data Structures, Algorithm Design, Algorithm Time Complexity, Scrum, Unit Testing, SDLC, Game Feel, Combat Design, Character Design, Designing & Balancing Live Games, Technical Design Documents, Version Control, Gameplay Loop, AI Behavior, Prototyping, Game Engine Development, 3D Level Design, AR Development, Web Development, and Multithreading

Business: Usability Testing, Opportunity Evaluation, User Research, Pitch Deck Creation, Public Speaking and Presentation, Letter and Memo Writing, and Trend Analysis

EXPERIENCE:

Student Assistant - Professor Gordon Bellamy — August 2021 - May 2025

- **University/Industry Liaison:** Coordinated with Game and Live Streaming industry professionals to **schedule guest lectures** leading to **record-high course registration** by students

Toys For Bob (Activision) "Crash Team Rumble" - *Character Design Intern* — May 2023 - August 2023

- **Design:** Created **design specifications** for a potential upcoming character and powers
- **Unreal Engine:** Created and hooked together **Unreal Blueprints** in order to build up this character's moves alongside other unreleased powers to prepare for bug fix patches and potential DLC
- **Debugging:** Debugged Blueprints in a **networked game** catching bugs in unreleased powers
- **Playtesting:** Playtested and iterated on character and power designs from feedback from other designers in order to refine the finished product
- **Collaborating:** Collaborated with designers during balancing meetings and playtests for a live game in order to balance the current character lineup alongside the released powers
- **Animation Vision:** Collaborated with the art and animation teams in order to bring a character to life

Milestone Entertainment - *Game Analyst* — September 2022 - December 2022

- **Financial Analysis:** Conducted **product and financial analysis**, **game testing**, and **deck creation** on major AAA game titles

PROJECTS:

"Potion Problems" - *Lead Engineer* - PC Multiplayer Social Deduction Game AGP — May 2024 - May 2025

- **Team Leadership:** Lead a team of **6 engineers** through learning **networked multiplayer Unreal Engine 5**, resulting in a strong team with in depth knowledge of **networked C++** Game Development in Unreal that has completed **over 320 task tickets**
- **Communication:** Set up weekly meetings between our engineering team and the other disciplines in order to adhere to the **agile development standard, rapidly iterate** and ensure that we have a comprehensive vision
- **Code Maintenance:** Collaborated in **maintaining** and **refactoring** a codebase with over **130 files**, **squashing over 130 bugs**, improving readability through code comments, and speeding up development by multiple sprints
- **Technical Documentation:** Maintained a **Technical Design Doc** throughout various iterations of the game in order to assist with **onboarding and documentation** of our codebase, resulting in smooth onboarding and easy reference for designers and engineers
- **Team Integration:** Onboarded **2 new engineers** onto the project midway through development, assisting with our net code and audio middleware (**WWise**) integration and reducing **RPC** count by **200** and reducing code instability
- **C++ Game Programming:** Created the Crafting System for the game and worked on the **Online Subsystem**, **Player Character**, and **UI** for the HUD, Voting, and Main Menu to align with Game Design and UI Design vision
- **Debugging:** Collaborated with QA to maintain stability of our **Steam Store** and **EGS** builds by **fixing urgent bugs and crashes,** leading to the **complete absence of game-breaking bugs/crashes** in our shipping build
- **Promotion:** Ran **live demos** for faculty **publishing reviews** to show off new features to our publishers
- **Online Subsystems:** Oversaw and maintained our online subsystem code for both Steam OSS and EOS OSS allowing for releases on both the Steam Store and the Epic Games Store
- **Shipping Builds:** Created **PC & Mac shipping builds** with **Mac Code Signing** allowing us to launch on both PC and Mac

USC Games Publishing Association - *Publishing Director/Marketing Lead* — September 2023 - November 2024

- **Marketing:** Created a **trailer** and collaborated on **marketing materials** for the game "Mango Goes to Mewsic School" to garner interest in the game

- **Publishing:** Created and published a **steam page and trailer** for the game "Simply Rotate" to launch our game to the public
- **Social Media:** Created marketing materials and social media posts for "Simply Rotate" that garnered **more than 2x** the average engagement of other posts on the same USC Games account
- **Supervision:** Taught **trailer making** techniques to new cohort of students and **provided feedback** on the trailer drafts and **marketing copy**

"Lake Minnewaska" - *Lead Producer/Former Lead Engineer* - PC Story Based Fishing Game AGP   April 2023 - May 2024
- **Leadership:** Lead a team of **7 engineers** through pre production resulting in a strong foundation for development and rapid iteration
- **Prototyping: Prototyped** fishing mechanics using **Unity** with **C#** and created a **Technical Design Document** as a guideline for production
- **Perforce:** Set up **version control** with **perforce** leading to strong interdisciplinary collaboration in the project
- **Code Development:** Lead a **code review** and **refactored** the code base going into production
- **Team Management:** Helped lead **scrum** meetings and kept track of tasks of a team of over **25** people, promoting organization and leading to a planned out development cycle with **over 170 completed task tickets**
- **Organization:** Took notes during publisher feedback sessions and helped organize team events in order to direct the development of the game and improve team morale and cohesion
- **Time Management:** Created a **milestone calendar, macro calendar, and task breakdown** for all our disciplines, and **updated build notes**, ensuring clarity in assigned tasks week by week for all disciplines
- **Scope Management:** Kept track of scope as we are approaching large alpha, beta and gold master milestones allowing us to **ship on time** with a finished product
- **Collaborating:** Created inter-team meetings to ensure communication was smooth and that everyone was on the same page along with weekly team meetings for each discipline
- **Expo Booth:** Coordinated and ran the booth for the USC Games Expo, ensuring that there was always someone to run the booth and demo the game for interested players

"Baseball Rising" - *Networking Engineer* - PC Multiplayer Baseball Survival Game   April 2023 - December 2023
- **Networking:** Researched networking in **Unity** using **Photon** and helped plan out a networking model for the game
- **Data Types:** Researched how to **pass special data types over the network**

"Simply Rotate" - *Engineer & Publishing Director*   April 2023 - May 2023
- **Feature Development:** Helped **design levels** and **implemented functionality** for features like the rotation bar and obstacles

"Blindsight: War of the Wardens" - *Lead Designer* - PC Martial Arts Action Game AGP   June 2022 - May 2023
- **Design:** Created and balanced over **15** design specification documents and associated executive summaries promoting collaboration with the engineering team
- **Game Accessories:** Designed **weapons, enemies and AI**, combo meter system, and the health system to provide a **fluid game feel** in combat
- **Gameplay:** Designed a **prototype tutorial level** for movement and echolocation and helped with encounter design resulting in a strong **core game loop** and **easy onboarding** for players
- **Mocap:** Helped with animation vision for **mocap** sessions
- **Unity Behavior Design:** Implemented enemy behavior alongside engineers using **Unity Behavior Designer**, resulting in **detailed enemy AI and technical gameplay**
- **Combat System:** Designed primary combat system in order to merge echolocation and combat for **stronger player expression**
- **Combat Design:** Researched **input buffering** and **frame data** and implemented echolocation features in order to make the game feel more fluid

"Bomb Buddies" - *Gameplay/Audio Engineer* - Mobile AR Party Game AGP   September 2022 - October 2022
- **AR Tracking:** Co-Engineered micro-games using **Unity AR Foundation** and researched documentation on how to best track a room with AR
- **Component Integration:** Integrated UI from **Figma** and audio from **FMOD** into **Unity**, allowing for a consistent audio and UI workflow
- **Perforce:** Managed **perforce version control**

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

"Trinity" - *Lead Engineer and Designer* - PC Boss Rush RTS   August 2021 - December 2021
- **Prototyping: Co-Designed & prototyped** initial concept
- **Analysis:** Ran **usability tests** and **metric collection/analysis** in order to iterate on our core concepts and create a more fun final product
- **Gameplay:** Programmed and designed the player character abilities and boids system in **Unity**, leading to RTS style combat
- **Audio Engineering:** Coordinated with sound designers and composers to create and **implement the sfx and music**

"Backstreet Beats" - *Lead Producer* - Memory Race Board Game   August 2020 - December 2020
- **Gameplay:** Co-Designed core loop and gameplay elements based on player feedback & **ran usability tests**, **collecting player feedback** in order to improve the game

Zed Keyboards - *CEO*   April 2017 - August 2017
- **Entrepreneurial Start-Up:** Co-designed and **engineered prototypes**, ran **user research**, and **pitched to investors**