

Levi Perez

[Game Engineer]



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in/leviperez



Work Experience | Game Projects

2021-2023



Kooapps

100+ devs

Technology Lead

Gameplay Optimization

DevOps Specialist

- Re-engineered systems such as custom physics/collisions, VFX, analytics, etc in a variety of games.
- Led strike teams across our entire active portfolio (20+ games).
- Developed new tools to promote agility, consistency, scalability, and general long-term stability.
- Some titles: Snake.io, Pictoword, The Moron Test, Piano Tiles 1 & 2

2019-2020



Spicy Dice

15 dev team

Technical Designer

Systems Engineer

Unity Specialist

- Integrated industry-grade asset workflows into Unity Engine.
- Developed custom data-oriented interfaces in Unity to translate test data directly into game tweaks.
- Set up a pipeline for nightly builds.
- **Metamorphos is now on Steam!**
- We won **Best Student Game of 2021** by Unity Technologies + Intel!

2018-2019



Polite Pyro

11 dev team

Co-Producer

Engine Architect

Programmer

- Architected a completely **custom C++ engine** to support art + design.
- **PyroEngine** was the only to succeed at making Python a complete, **game-ready scripting** solution.
- It could handle **the most AVFX** out of all the student scripted engines.
- I also wrote the player + camera controllers and enemy AI (Python).



Industry Skills

Engineering

Industry XP in most mainstream langs

(C/C++/C#, Python, Bash, Java, ...)

SCM Guru

(Git, Perforce, SVN, ...)

"Full-Stack" Game Development

Runtime Performance Metrics

UI: IMGUI, RMGUI, UXML, you name it

Gameplay Physics / Spatial Optimiz.

Technical Design

Game Engine Architectures

Public API Design

Unit Tests (+ CI/CD piping)

Design-Time & Runtime Tooling

Game Analytics Engineering

"Devs Are Users Too"

Technical Documentation

General

Visual illustrations and diagramming

Habitual tech article/whitepaper reader

Very comfy in data analytics, stats,

query languages, CS/math theory

Game Developer since 2005

hArDCoRe pC gAmeR since 2004

Always Rs TFM's



Education



Computer Science & Game Design

DigiPen Institute of Technology (2017-2020)



The Coin (Designer's Accolade)
The Dean's List



Arts, Natural World Sciences

Seattle Central College (2013-2015)



Phi Theta Kappa Honors Society
The Dean's List