Lachlan Kassis

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Education

University of Technology Sydney   **Sydney, NSW**
Bachelor of Games Development, Sub-Major in Data Analytics   2023 - Present
GPA - 6.15 | WAM - 80.16
2x Student Showcase Nominated (Interactive 3D Animation, Game Design Studio 1)

Parramatta Marist High   **Westmead, NSW**
HSC Graduate, 83.80 ATAR   2017 - 2022
Attained Certificate II in Active Volunteering (CHC24015)
Attained SOA towards Certificate III in Information, Digital Media and Technology (ICT30118)

Experience

Efiniti Telecommunications Services   **Macquarie Park, NSW**
Junior Project Administrator   February 2023 - July 2025

- Provided administrative support to both the Project Management Office and Field Services teams, ensuring smooth coordination between departments.
- Prepared and maintained accurate project documentation, including data entry and record management.
- Managed shared mailboxes, triaged communications, and ensured timely responses to internal and external stakeholders.
- Scheduled and coordinated meetings, maintaining calendars and ensuring effective time management for project staff.
- Supported inventory tracking processes to maintain accurate stock records and facilitate project delivery.
- Performed general office administration duties, delivering ad hoc support to meet operational needs.

Hire Intelligence   **St Leonards, NSW**
VET Work Experience   April 2021

- Participated in various jobs involving picking up, testing, cleaning, and storing various technology devices such as televisions, tablets, computers, etc.
- Gained new knowledge in technology industry, learning from trained professionals with years of experience

McDonald's   **Blacktown, NSW**
Crew Member   March 2019 - August 2021

- Prepared and cooked a variety of menu items efficiently while maintaining consistent quality standards.
- Operated commercial kitchen equipment safely and effectively, ensuring all tools and surfaces met strict sanitation requirements.
- Delivered prompt, friendly, and professional customer service in a high-volume environment.
- Collaborated with team members to meet daily production targets and service quotas.
- Maintained excellent punctuality and adhered to company uniform and presentation standards.

Skills

- **Programming & Development**

Proficient in Unity (2D & 3D) and C# for gameplay systems, UI programming, and rapid prototyping. Experience with Python for scripting and automation, SQL for database queries, and basic HTML/CSS/JavaScript for web-based projects.

- **Game Engines & Tools**

Strong expertise in Unity with hands-on project experience across multiple genres. Also familiar with Unreal and Godot Engines. Proficient in Visual Studio, VS Code, Git/GitHub, Jira, and Trello for version control and collaborative workflows.

- **Data & Analytics**

Experienced in Excel (pivot tables, advanced formulas) and KNIME for workflow automation, data processing, and visualisation.

- **Testing & QA**

Experience running playtests, identifying and documenting bugs with clear reproduction steps, and verifying fixes across Windows, macOS, and Linux to ensure consistent gameplay and performance.

- **Hardware & Systems**

Hands-on experience building and configuring Personal Computers, having assembled and set up multiple custom systems to suit a range of performance requirements. Skilled in basic hardware troubleshooting and component installation.

- **Other Skills**

Dependable and collaborative team player, contributing as a key part of the development process. Comfortable taking ownership of my role while aligning with the broader project vision, ensuring my work fits seamlessly into the larger whole.

Projects

- **RE: Chicken** - Co-op action-adventure game. Designed multiple enemy encounters including the Lawnmower boss, implemented UI systems (health bars, cooldowns, menus), and added controller + keyboard support with seamless switching. *(Unity, C#) - UTS Tech Fest Student Showcase Nominated*

- **AI Navigation System** - Created custom navigation and cover node logic systems for AI enemies with networked states for patrol, evade, combat, and more behaviours. *(Unreal Engine, C++)*

- **Hardcore Multiplayer** - Minecraft plugin with shared-death mechanic, automated world resets, attempt tracking, and Discord webhook integration. *(Java, Spigot API)*

- **To The Moon** - Short animated film about a boy and his dog building a rocket and travelling to the moon in their imagination. Contributed scene design, character rigging, and animation scripting. *(Unity, Animation Tools) - UTS Tech Fest Student Showcase Nominated*

References available upon request