LEVI PINKERT

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EDUCATION

University of Southern California, Viterbi School of Engineering – Los Angeles, CA   **May 2025**
Bachelor of Science in Computer Science Games, Minor in Cinematic Arts, GPA: 3.97

WORK EXPERIENCE

Heavy Iron Studios – Manhattan Beach, CA   **May 2024 – August 2024**
Game Programmer Intern (C/C++)
- Wrote performant and reliable C++ code for an upcoming multiplayer VR game using Unreal Engine 5
- Created rapid prototypes for 10 gameplay features, meeting requirements set in design meetings
- Resolved pre-existing bugs in a large C++ codebase using Visual Studio's debugger and Perforce
- Developed in an agile environment with daily standup meetings; created and updated tasks with YouTrack
- Participated in daily code reviews, giving and receiving feedback to develop more efficient and readable code

iD Tech Camps, Caltech – Pasadena, CA   **June 2023 – August 2023**
Lead Instructor
- Taught coding fundamentals to beginners, between the ages of 11 and 17, using C# and JavaScript
- Led a team of 11 instructors to keep a tight daily schedule, resulting in a promotion to Lead Instructor
- Managed a classroom of 10 students, helping everyone create an independent final project
- Tailored the curriculum for each student by creating custom examples in Unity and Unreal Engine 5

Toonstar – Los Angeles, CA   **March 2023 – May 2023**
Contract Game Developer
- Developed a promotional web game for the animated series *Space Junk*, releasing on-time at the launch event
- Implemented all gameplay mechanics using Unity and integrated scoreboard functionality with a React website

Body.AI – Tel Aviv, Israel   **May 2022 – September 2022**
Software Engineering Intern (Remote)
- Built full-stack prototype of online health application to analyze live data from continuous glucose monitors
- Implemented a cross-platform frontend for web, iOS, and Android using React Native
- Created a secure backend to interface with glucose monitor APIs using NodeJS and Firebase

EXAMPLES OF RELATED PROJECTS

The WereCleaner – University of Southern California   **April 2023 – May 2024**
Lead Designer, Programmer
- Designed The WereCleaner, a comedic stealth game with over 700,000 downloads across Steam and iOS
- Organized a team of 35 students to successfully release a 1-hour game with 99% positive reviews on Steam
- Rapidly prototyped all game mechanics using C# and Unity and conducted over 25 user tests
- Clearly communicated game design needs to a team of 5 engineers by writing over 200 pages of documentation
- Programmed all shaders and VFX, achieving 30 FPS on mobile devices, using HLSL and C#

Starry Flight – University of Southern California   **January 2023 – May 2023**
Programmer, Designer
- Released a casual game onto the iOS App Store using Unity, Test Flight, and XCode
- Devised a unique, physics-based movement system with intuitive gesture inputs using C#

Hackathons   **2016 – Present**
- Won HackSC 2022 in the Entertainment category with online word puzzle *Writus*
- Placed 40th out of 5,714 submissions in GMTK Game Jam 2021 with minimal puzzle game *Clump*

SKILLS

- Programming Languages: C++, C#, JavaScript, TypeScript, HLSL, Java, Python
- Web Development: React, HTML, CSS, Astro, NextJS, React Native
- Miscellaneous Tools: Git, Perforce, Firebase, NodeJS, PlayFab, Unreal Game Sync, DirectX 11
- Extracurricular: USC Varsity Rocket League, USC Rocket Propulsion Lab (2021)