

Robin Lifshitz | Los Angeles, Ca | robin@paracosm.gg | [LinkedIn](#) | [GitHub](#)

Portfolio: <https://unrealrobin.github.io/timbermvp/>

Summary

Gameplay Engineer with hands-on experience building **AI, combat, ability, and progression** systems in **Unreal Engine 5 (UE5.4)** using **C++** and **Blueprints**. Shipped a commercial prototype and led a 6-person cross-disciplinary team. Skilled in **behavior trees, perception, combat mechanics**, and gameplay systems architecture with a strong foundation in **optimization** (Unreal Insights), **debugging**, and iterative design. Fast learner with production discipline and CI/CD experience.

Core Skills

Game Development: Unreal Engine 5, C++ (gameplay, AI, systems), Blueprints

Design & Systems: Combat systems, tower-defense build systems, player progression

Tooling & DevOps: Git/GitHub, CI/CD, PowerShell, YouTrack, Sentry, BetaHub

Toolchain: JetBrains Rider, Visual Studio, Blender, UML (Mermaid)

Languages: C++, JavaScript

Soft Skills: Leadership, project management, cross-functional collaboration

Experience

Founder & Lead Developer - Paracosm | Los Angeles, Ca | 2025 - Present

- Designed and developed gameplay systems for **Die Robot**, a 3rd-person tower-defense title with **wave combat, base building, and missions** (see portfolio).
- Built core systems in **UE5.4 (C++/Blueprints)**: AI behavior trees, custom AI Tasks, perception, combat mechanics, abilities, build systems, and mission systems.
- Applied software architecture patterns (**MVC, MVVM, Actor-Component**) for maintainability, testability, scalability.
- Documented systems with **UML**; tracked work in YouTrack with GitHub commit linking.
- Built **CI/CD pipelines** integrating **Sentry** for runtime crash reporting and **BetaHub** for bug tracking; authored PowerShell build scripts to automate packaging, versioning, and deployment.
- Optimized performance using **Unreal Insights**, reducing frame durations and improving stability.
- Managed a 6-person remote team (3D art, concept, VFX, audio) to deliver a commercial prototype and game-ready assets.

Project Manager – Flexi Tech Contracting | Los Angeles, CA | 2020 – 2025

- Oversaw **multi-million-dollar waterproofing and structural projects** from planning to completion.
- Managed **teams of 10–20 workers**, ensuring safety, quality assurance, control & timely delivery.
- Developed **strong organizational and leadership skills** directly applicable to managing dev teams and complex, technical, cross-disciplinary projects.

Construction Management Intern – Tesla | Fremont, CA | May 2019 – Aug 2019

- Coordinated **14 concurrent projects in just 4 months**, valued at over \$1M.
- Gained direct exposure to **Tesla's high-performance culture**, balancing **tight schedules, strict quality standards, and cross-functional coordination**.
- Adapted quickly to a **fast-paced, large-scale corporate environment**, reinforcing discipline, efficiency, and attention to detail.

Education & Training

Arizona State University, BAsC, Construction Management (2016–2020), (4.0)

United States Marine Corp – Section Leader (2012–2016)

Hack Reactor, Software Engineering, Computer Science, Full-Stack Web Development (2020)