

Andrew Nickelchok

New Westminster, BC V3M 0L4

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[drew-nickelchok/](#)

Producer

Highlights & Qualifications

- Producer with 8 years of experience in the Vancouver Games Industry.
- Have experience in both AAA and Indie studios, having shipped games for PC and mainstream consoles.
- Lead the Localization Effort on Starship Troopers Extermination through Console Cert and beyond.
- Oversaw all features related to "Combat" and "Gameplay," ensuring the sprints stayed on target, including an award-winning "Carnage" System at Offworld.

Experience

Offworld Industries, New Westminster, BC - Associate Producer

Jan 2023 - PRESENT

- Supported development of the project, guiding it from the vertical slice demo Internal Pitch through to release and post-launch support.
- Led the localization initiative for Starship Troopers and the studio as a whole, successfully navigating console certification for 9 languages across multiple regions.
- Managed cross-functional feature teams by conducting Sprint Retrospectives and in-depth feature breakdown meetings to identify and resolve project bottlenecks.
- Directed Agile software development processes using Scrum methodologies, driving increased team productivity and streamlined workflows.
- Administered JIRA systems as a Site Admin, optimizing project management efficiency by implementing best practices and sharing knowledge across the studio.
- Collaborated with external partners for trailer production and localization efforts, ensuring high-quality deliverables aligned with project goals.
- Leveraged expertise as Lead QA/Senior QA Analyst to design comprehensive Jira dashboards, providing real-time project health insights through key metrics.
- Developed onboarding documentation for localization processes and Jira system usage, enabling smoother team integration and operational consistency.
- Adapted project management approaches by utilizing both Waterfall and Agile methodologies at different stages of the game's development lifecycle to maximize efficiency and flexibility.

Offworld Industries, New Westminster, BC - Senior QA Analyst

Jan 2020 - 2023

- Provided development support and QA for Starship Troopers: Extermination and Squad while providing QA support for Beyond the Wire.
- Performed production support, tracking studio vacations and sick days, and created software in Python to help Production track analytics.
- Drove the creation and execution of test plans while tracking issues from beginning to end and providing feedback on feature quality.
- Led the Starship Troopers: Extermination QA effort and onboarded our new QA team.
- Oversaw QA testers from external studios.

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Skills, Certifications, & Software:

- **Engines:** I am skilled with Unreal Engine 5 and Unity
- **Software & Tools:** Worked heavily in Jira using JQL, as well as Google/adobe software suite, and Retrium.
- **Programming languages:** I am knowledgeable with Unreal blueprints, C#, and Python
- **Certifications:** I am Scrum Certified and trained in both Agile and Waterfall as part of my degree. I am also Certified in Conflict Resolution and Roadmap Building.

Education

Vancouver Film School, Vancouver, BC - Game Design Program Graduate

2018 - 2019

- Educated in Production for Games, Game Design, C# programming, 3D Art, QA, Document Writing, Visual Scripting, Scrum, and Jira
- Specialized in Production and Blueprint/Programming
- Graduated with a 3.8 GPA and won the Student Award for Best Board Game
- Train in public speaking and Pitched our Final Student Project on Stage in front of 300 local game Developers.
- I was voted Class Rep and helped improve the curriculum by providing student feedback.
- Hosted local industry events for students and local game developers at a bar every first Friday of the month to help with student networking.
- Participated in two Game Jams

Hobbies

- **Skiing:** Grew up doing Biathlon and Cross Country, currently learning how to snowboard.
- **Travelling:** A love of anthropology and cultures drives me to travel and see places in person. I have been across Thailand, the US, Mexico, Italy, Japan, and New Zealand, and Every Canadian Province (& Yukon), and I am currently planning on visiting Çatalhöyük in Turkey.
- **Gaming:** Currently playing Final Fantasy 14, Shadow of Doubt, Hitman 3, Gloomwood, and Warthunder.
- **Table Top RPGs:** I have a deep love of Cyberpunk Red, Vampire: The Masquerade, Lancer, Warhammer 40k, and, of course, DnD
- **3D Printer & Painting:** I almost constantly run my Resin and FDM 3D Printers, painting miniatures and plant pots. This is a great form of meditation, and the skills learned/required overlap with those required in our industry.