



Andrew Nickelchok

Associate Producer / Localization

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Professional Experience

2023 - Present



OffWorld Industries:

Associate Producer - Starship Troopers: Extermination, Squad

- Created and Led the localization initiative for Starship Troopers, successfully navigating console certification for 9 languages across multiple region while also creating a localization pipeline and workflow that cut down localization costs for future titles.
- Managed cross-functional feature teams by conducting Sprint Retrospectives and in-depth feature breakdown meetings to identify and resolve project bottlenecks. This allowed me to identify and cut multiple high risk features months before they became a problem allowing design to weigh in if we want to cut down on the feature's scope, reprioritize other features, or cut it.
- 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.
- Created Sprint Reports and created Jira dashboards to track epic health and burndown rates

2019 - 2023



OffWorld Industries:

QA Lead - Starship Troopers: Extermination, Squad, Beyond The Wire

- Provided development support and QA for "Starship Troopers: Extermination", "Squad", and "Beyond the Wire" while performing production support duties.
- Created a light weight profiler tool and a tool for tracking Bot Spawn times, Number of specific Bots spawned, and a heat map of where the Bots Spawned.
- 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 from the start of the project to its release in Early Access.
- Managed 4 Internal Testers, and 12 external contract testers.
- Ran closed community playtests, managing NDA's, servers, and feedback forms.
- Created and posted Update Status Reports that included all open tickets that missed their sprint, fix version, or build lock. Also broke down all remaining bugs by priority for the release with images and links to bug tracking jira dashboards.
- Gave a list of QA concerns for each update to leadership and the community team
- Created a workflow with the community team weekly triage the most common community reported bugs and feedback.

With over 9 years of industry experience, my player-first approach to production and localization drives user retention and CLV, developing tools and agile workflows that speed up development. I work with my feature teams to track risks, capacity, and story points while weighing the feature's quality against player expectations. I design and implement localization workflows that that empower our translators and designers while saving costs for our studio. Most importantly I ensure the team understands the goals, and timeline while ensuring no one is blocked and all goals are clear and actionable.

Expertise and Skills

- Production & Team Leadership
- Agile & Scrum Certified
- Cross-FunctionTeam Management
- JIRA Administration & JQL
- Localization Management
- Console Certification
- Cross Discipline Collaboration
- QA Leadership & Test Planning
- 1-pager/feature risk assessment and story/task creation
- Python and C# Tool Creation

Platforms and Tools

Atlassian: Confluence, Jira, Jira Bulk Ticket Import Tools.

Engines: Unreal Engine 4/5, Unity

Localization: POedit, Unreal Localization dashboard, sheets/excel

Feature Planning: Miro, Slack, Figma, Self-made Feature planning/bulk uploading tool for Jira.

Education

VFS VFS - Class of 2018
Diploma in Game Development

Major: Programming / Visual Scripting, and Production

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