ANDRE F. DION

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EDUCATION

University of Southern California   Los Angeles, CA
Master of Science, Computer Science   June 2024-Present
Relevant courses: Analysis of Algorithms, Game Engine [C++], Computer Graphics [C++/OpenGL], Computer Simulation [C++/OpenGl]
Concentration in graphics, game engines, and simulation software in C/C++

University of California   Santa Cruz, CA
Bachelor of Science with Honors, Computer Science   August 2019-May 2023
- Relevant courses: Data Structure [C/C++], Introduction to Algorithms, Principles of System Engineering [C/C++]
- Capstone Courses: Data Visualization [HTML/CSS/JS], Intro to AI [Python], Introduction to Graphics [Java/WebGL]

EXPERIENCE

USC School of Cinema   Los Angeles, CA
Story Pipeline Supervisor   December 2025-Present
- Leads a team of 70 artists and animators for a hybrid animation and live-action film using motion capture
- Creates key pipeline and narrative changes, directly resulting in a 200% increase in production speed

University of Southern California Robotics Research Lab   Los Angeles, CA
Engine Programmer | CSCI Graduate Research Assistant   November 2024-Present
- Develops a custom game engine in Python for USC's GAMMS with a diverse team of engineers and researchers; strong focus on developing a ecosystem for multiple AI agents
- Collaborates with engineering and research team weekly in building efficient solutions relating to robotic and AI problems; strong focus on visual clarity and AI interfacing
- Manages custom graphical interface and UI to support a team of developers

OnionSkin   Los Angeles, CA
Storyboarder | Story Supervisor   September 2024-January 2025
- Brought on to lead a disorganized team of 30 to finish production 1 week ahead of schedule while maintaining a creative vision
- Restructured teams production pipeline, leading to smoother operations and 20% increased efficiency
- Proposed compelling visual designs enhancing characters expressions and visual narratives in Photoshop and Storyboard Pro

USC Games   Los Angeles, CA
Lead Character Designer | Game Developer   September 2024-Present
- Creates key artworks in developing main character, driving a 32% increase positive player feedback
- Collaborates with developers to design props and environments enhancing player gameplay experience; Designed in Photoshop characters optimized for gameplay angle
- Develops gameplay tools in Unreal 5 in C# optimizes gameplay functionality

USC ITS ServiceNow   Los Angeles, CA
IT Tech Support   July 2024-November 2024
- Met with customers in Five911 over phone; solved technical needs and created solutions as a first point of contact
- Identified efficient solutions and developed long-term solutions to client problems and updated existing solutions to up-to-date standards

LOH Studios   Remote
Storyboard Artist | Storyboard Revisionist   February 2024-August 2024
- Developed visuals for a written script using Storyboard Pro and collaborated daily with other storyboard artists
- Collaborated closely with writers daily in modifying script in response to audience feedback
- Collaborated alongside art directors daily in a team based environment to create a visual story narrative

Game Design Association   Santa Cruz, CA
Game Developer   September 2021-May 2024
- Constructed games in C# and C++ in Unreal/Unity and contributed as an artist and UI/UX designer
- Collaborated with artists and developers daily in a team orientated environment

SilvaGunner   Remote

Artist | Storyboard Artist   December 2023-May 2024
- Collaborated closely with musicians daily in designing album artworks for audience
- Created closely with animators and artists daily in designing a strong visual narrative sequence
- Imagined artworks with art directors daily with developing promotional material

Film Association   Santa Cruz, CA
Technical Director | Story Artist   September 2021-May 2023
- Cooperated with technicians and designers daily in developing a live-action film
- Operated closely with production daily in executing a visual style
- Directed artists daily in producing a strong visual narrative; Crafted in Storyboard Pro screenplays and technical direction

Brightfox Education LLC   San Ramon, CA
Operational Assistant   May 2019-September 2021
- Identified areas company was lacking daily in educational services and broaden companies' outreach
- Managed various educational projects, engaging daily with educators in a team environment, and ensured project educational standards is met
- Coordinated with a development team daily in a file migration and ensured files were properly formatted

HONORS & AWARDS
- Winner for MLH Best Accessibility Hack - CalHacks 2022
- Second Best AI Overall – Artificial Intelligence Senior Project

ACTIVITIES AND INTERESTS
- Creates graphics projects in C and C++ with OpenGL daily; Keeps up to date with latest tech in graphics
- Mods games in C#, such as Vintage Story and Deep Rock Galactic; focus strongly on optimization and quality of life features
- Partaken in multiple hackathons, such as Stanford TreeHacks, Cal Hacks, AT&T Hacks, GrowthOnMars Hacks
- Engaged daily on storyboarding projects and collaborates alongside voice actors, musicians, and video editors