

# MONIC ANDYANI

Technical Project Manager & Product Manager

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Stockholm, Sweden

## PROFILE

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Technical Producer with 7+ years across AAA game development and games technology. Background in psychology, systems design, and cross-functional leadership. Experienced managing diverse engineering and creative disciplines — from game engines and SDKs to AAA game production. Brings a rare perspective bridging Nordic games expertise with deep knowledge of Southeast Asian markets and player culture. Building toward founding something at that intersection.

## EXPERIENCE

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### Technical Producer — Unannounced AAA Title · Avalanche Studios Group

*Oct 2025 – Present*

- Managing cross-functional team spanning Tech Art, VFX, Lighting, Systems Engineering, Rendering, Tools, Developer Services, and Build Engineering
- Driving production planning, milestone tracking, and delivery across a large-scale AAA game project
- Bridging creative and technical disciplines to ensure cohesive team direction and output quality

### Technical Producer — Apex Engine · Avalanche Studios Group

*Nov 2022 – Sep 2025*

- Led production for Apex Engine, Avalanche's proprietary AAA game engine, managing 20+ engineers across animation, audio, graphics, rendering, physics, and runtime domains
- Introduced adaptive Scrum methodology to a team resistant to change, transforming team cohesion and delivery — recognised by two Technical Directors from separate game projects
- Bridged communication between Central Tech and game project teams, resolving long-standing collaboration challenges
- Supported platform releases and third-party middleware integration across Xbox and PlayStation
- Selected as conference speaker at Gamescom Asia x Thailand Game Show 2025 on team leadership and production turnaround

### Developer Partner Manager · AccelByte Inc

*Mar 2022 – Oct 2022*

- Managed technical partnerships with Warner Bros Games, Bandai Namco, Starbreeze (Payday 2, Payday 3), and contributed to development of Starbreeze Nebula platform
- Led solution architecting, systems design, and client relationship management across enterprise accounts
- Produced AccelByte Demo Game 3.0 with cross-platform multiplayer on Windows, PS4, PS5, XB1, XSX, Nintendo Switch, and Android
- Led Proof of Concept for Online Social Services for a AAA game company using AWS, Azure, and GCP

### Producer (Contractor) — Warner Bros Games San Francisco · AccelByte Inc

*Aug 2020 – Aug 2021*

- Cross-managed engineers from AccelByte and Warner Bros Games San Francisco on a non-disclosed project
- Managed overall project planning, milestone completion, and deliverables
- Gatekept product quality, conducted User Acceptance Testing, and contributed to product improvement

## **Producer (Contractor) — Bandai Namco North America** · AccelByte Inc

Sep 2020 – Jun 2021

- Cross-managed engineers from AccelByte and Bandai Namco Entertainment America on a non-disclosed project
- Managed overall project planning, milestone completion, and deliverables

Gatekept product quality, conducted User Acceptance Testing, and contributed to product improvement

## **Technical Producer & Product Owner** · AccelByte Inc

Oct 2019 – Mar 2022

- Owned product strategy, roadmap, and backlog across SDK and developer tooling workstreams
- Shipped Unity, Unreal Engine, Golang, and Python SDKs; owned documentation strategy and quality gatekeeping
- Produced AccelByte Demo Games (Unity and Unreal Engine 4) shipped across Steam, Epic Games Store, Xbox Series X, and PS4
- Managed Developer Experience team; mentored junior engineers and interns to production-grade delivery
- Partnered with Remedy Interactive (Project Vanguard), Stray Bombay (The Anacrusis), FuzzyBot, and Teravision Games

## **Technical Recruiter** · AccelByte Inc

Oct 2018 – Dec 2019

- Helped grow AccelByte from ~25 to ~110 employees, competing against Indonesia's top-funded unicorns on culture and mission rather than salary
- Rebuilt recruitment processes from scratch, redesigning candidate experience and cultural assessment frameworks
- Prioritised growth mindset and culture fit over raw performance — every hire was culturally excellent
- Identified and mentored a Technical Writer into a Technical PM role, who later managed key client relationships
- Pitched move into production directly to CEO; learned to code overnight to demonstrate capability — was promoted

## **Freelance Social Media Consultant & Web Designer** · avocet.id

May – Dec 2019

- Copywriting, content creation, Facebook page development, WordPress website design and SEO

## **Assistant Lecturer** · Universitas Semarang & Universitas Wahid Hasyim

2015 – 2018

- Taught English for IT and Business, Research Methodology, and Psychology practicum across multiple universities
- Developed syllabi, examinations, and team-based project frameworks for undergraduate students

## **SPEAKING & EVENTS**

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### **Selected Conference Speaker** · Gamescom Asia x Thailand Game Show, Bangkok

Oct 2025

*"Turning the Tide: Steering Disengaged Teams into Unified Powerhouses"* — one of 70+ speakers from 20 countries alongside Bethesda, Marvel Games, Ubisoft, and Pocketpair.

### **Speaker** · IGDX Roadshow, Yogyakarta, Indonesia

Aug 2022

*"Building a Sustainable Business in the Indonesian Game Industry"*

## EDUCATION

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### **Bachelor of Psychology (GPA: 3.90)** · Universitas Semarang

2014 – 2018

- Student of the Year 2017
- Runner Up Campus Ambassador 2016
- Chairman, Student Executive Body of Psychology Faculty (2015–2016)
- Co-Founder, EPIC English Club — Debate Team & Model United Nations

### **Free-Mover Programme Offer — Social Psychology** · University of Groningen, Netherlands

2017

*Accepted into fully funded programme following independent cold outreach — no university affiliation. Unable to attend due to family circumstances.*

## SKILLS & TOOLS

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<b>Production &amp; Leadership</b>	Agile / Scrum · Change Management · Stakeholder Management
<b>Technical</b>	Game Engines Development · SDK Development · Backend Systems · Platform Integration · Technical Implementation · Solutions Architecture
<b>Tools</b>	Jira · Confluence · Miro · Figma · Perforce · Git · Slack · Google Workspace
<b>Languages</b>	English (Fluent) · Indonesian (Native) · Javanese (Fluent) · Swedish (Elementary) · German (Elementary) · Japanese (Elementary)