

Mackenzie Bates

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 itbmac

MAY 2016 TO PRESENT

Sledgehammer Games

Multiplayer Systems Designer

Call of Duty: WWII

- Shipped Call of Duty: WWII as a Systems Design Engineer (part of design team)
- Crafted multiplayer gameplay with C-style scripting language, C++ and LUA
- Led design and implementation of new loadout system (Divisions) from concept to completion
- Responsible for player respawning system (statistically has the best results of any Call of Duty)
- Successfully pitched 1v1 Pit and Scorestreak Training features of HQ social space
- Implemented fan-favorite modes as part of Live Ops: Gun Game, etc.
- Contributed to: Esports/Ranked Play, scorestreaks, equipment/weapons, UI implementation, etc.

JUNE 2015 TO APRIL 2016

Xbox

Software Development Engineer

Xbox One Dashboard

- Shipped The New Xbox One Experience to over 15 million consoles
- Developed with C#, C++ and XAML as App/System programmer
- Contributed to the Xbox One dashboard (Store, Pins, UWAs, cross-device support)

SUMMER 2014 (INTERN)

343 Industries

Software Development Engineer

Halo: The Master Chief Collection

Halo 5: Guardians

- Linked Halo Channel to Halo: The Master Chief Collection using TypeScript
- Worked on the Halo 5 campaign engineering team as side project
- Created framework to allow AI units to use new spartan abilities using C++

SUMMER 2013 (INTERN)

Maxis

Gameplay UI Programmer

The Sims 4

- Shipped The Sims 4 base game
- Developed UI for gameplay interactions using ActionScript, C++ & Python
- Revamped how information about Sims' relationships is shown to player
- Successfully pitched and implemented in-game toy with an entirely new set of interactions

MAY 2015

Carnegie Mellon University

Bachelors of

Computer Science & Arts

- Major: Computer Science & Fine Art
- Minor: Human Computer Interaction
- Graduated with University and Inter-disciplinary Honors
- Received the Senior Leadership Award
- Served as President of CMU's Game Creation Society