

David McKenzie

Senior Level Designer

Experience

New World & Crucible

*3D massively-multiplayer competitive online games built in Lumberyard.***→ Amazon Game Studios** **Senior Level Designer** *Mar 2020 – Present*

- » NEW WORLD (2023): Lead Zone Designer: Elysian Wilds; Design Lead for Solo Trials Game Mode
- » NEW WORLD (2022): Lead Zone Designer: Brimstone Sands
- » NEW WORLD (2021): Design Lead for Elite Strongholds which includes over 30 unique level designs
- » CRUCIBLE (2020): Lead Level Designer on hero shooter project; shipped an overhaul of Main Game Mode

Fallout 76 & Fallout 76: Wastelanders

*3D multiplayer, survival, roleplaying game and expansion in Creation Kit.***→ Bethesda Game Studios** **Designer** *Oct 2017 – Feb 2020*

- » Shipped multiple heavy traffic locations including the first branch of the Main Quest and the largest city in the game
- » Wrote dozens of dialogue scenes and stories which continue to receive high praise and accolades
- » Designed and prototyped new gameplay systems within two weeks of initial hire date

World of Tanks Modern Armor

*3D multiplayer, action-combat title, built in a custom engine.***→ Wargaming Seattle** **Level Designer** *May 2014 – Oct 2017*

- » Concepted, built, playtested, tuned, and iterated 3D multiplayer levels from layout to final art
- » Created and owned the designs and prototypes of multiple major environmental systems
- » Daily problem-solver, systems designer, interdepartmental collaborator, level design team liaison, and gameplay ideator

Skills

Level Design. Whiteboxing, layout, flow planning, playtesting & feedback, multiplayer balancing, environmental storytelling, landmarking, optimization, tutorials, terrain, 2D/3D geo prototyping, AI encounters & navmaps, gameplay scripting, lighting, sound, prop detail, splines, cameras, multi-genre disciplined, modding experience

Game Design. Rapid prototyping (digital/paper), UX, systems, content, concepting, research, balancing, puzzles, usability, metrics & BI

Writing. Creative writing, character design, narrative design, worldbuilding, dialogue, technical documentation, design intent & spec writing, bug reporting

Teams. Multidisciplinary communication, collaboration, brainstorming, strike teams, pitches & ideation, tool usability & debugging, Agile/SCRUM

Technical Proficiencies

Languages. Python, C#, MEL, Papyrus, Pascal, Lua, ActionScript 3.0, JavaScript, Unreal Kismet, XML, C++

Engines & Editors. Unity, UDK, Creation Kit, Source, Zero, Lumberyard, Adobe Flash/FlashDevelop

Art Tools. Autodesk Maya, Autodesk 3DS Max, Google SketchUp, Adobe Flash, Adobe Photoshop, Adobe Premiere, Audacity, Goldwave, EarthSculptor, World Machine

Project Management. Perforce, TortoiseSVN, TortoiseHg, JIRA, MS Office Suite, MS OneNote, MS Visio, Confluence

Third Party. Havok, Umbra, SpeedTree, Wwise

Education

DigiPen Institute of Technology

*Bachelor of Arts in Game Design (2014)**English Minor**Dean's List (Fall '12, Spring '13, Fall '13)*

Activities & Societies

*Level Design Lab (Founder)**Game Design Club (Member)**Playtesting Club (Member)*