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David McKenzie

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Lead World Designer

Experience

New World: Aeternum & Crucible

3D massively-multiplayer competitive online games built in Lumberyard.

→ Amazon Game Studios

Lead World Designer

Mar 2020 – Present

- » NEW WORLD: AETERNUM (2024): Design Lead for FTUE tutorial and Soul Trials game mode
- » NEW WORLD (2023): Lead Zone Designer: Elysian Wilds
- » 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, cutscenes, 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)