David McKenzie

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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: Lead Zone Designer: Brimstone Sands for Anniversary Launch
- NEW WORLD: Owner of the Elite POI (point of interest) system which includes over 30 unique, repeatable level designs
- CRUCIBLE: Shipped a complete overhaul and redesign of main game mode and main level as sole level designer

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, SlayerScript, 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)