

JELANI MCKENZIE

jelani.p.mckenzie@gmail.com · [linkedin.com/in/jelani-mckenzie](https://www.linkedin.com/in/jelani-mckenzie)

EDUCATION

University of Southern California, Los Angeles, CA

Est. Grad: May 2026

M.S Game Design & Development

Miami University, Oxford, OH

Aug 2020 - May 2024

B.S Games & Simulations, Double Minor in Computer Science and Interdisciplinary Studies

WORK EXPERIENCE

Treyarch (Activision Blizzard), Technical Design Intern

May 2025 - Aug 2025

Los Angeles, California

- **Game Scripting:** Generated and optimized scripting logic for several features in Call of Duty, an FPS game franchise utilizing in-house tools with billions in annual sales. [View Here](#)
- **Design Collaboration:** Collaborated with Game Design and Gameplay Programming teams to balance parameters on in-game assets (e.g., equipment and vehicles) to achieve design goals.
- **AAA Pipeline Integration:** Attended weekly standups and daily playtests with department directors to gain key insights into the project's quality and progress.

Creators Corp, Freelance QA Analyst

Jul 2024 - Sept 2024

Los Angeles, California

- **Live Service Support:** Provided moment-to-moment feedback enhancing player engagement in multiplayer-oriented UGC games, leading to a peak of 31,291 concurrent players post-launch
- **Player Analysis:** Collaborated with production leadership in weekly playtests, documenting gameplay data to identify pain points and areas of improvement
- **Technical Error Reports:** Prioritized critical gameplay and technical issues in bug reports, ensuring efficient communication between QA and development teams to meet project milestones

Western Union, Gamification Intern

Jul 2023 - Aug 2023

Denver, Colorado

- **Global Collaboration:** Orchestrated an international gamification initiative to boost software developer engagement; conducted ethnographic research across various management levels, uncovering insights to drive productivity
- **UX Research:** Brainstormed/sketched over 100 product concepts and specs to prototype a centralized dashboard for developer needs.
- **Stakeholder Communication:** Delivered a presentation introducing the prototype dashboard to senior company leaders

PROJECTS

Soulslike Combat Framework, Combat Designer

Sept 2024 - Oct 2024

University Project (Unreal Engine 5)

- **Combat Systems:** Developed and implemented action combat features in a single player environment, creating core systems for attacking, blocking, dodging, and enemy AI. [View Here](#)
- **Technical Implementation:** Generated over 1000 C++ scripts utilizing technical best practices.
- **Linear Algebra:** Leveraged linear algebra (vector math) for enemy detection and blocking incoming damage
- **Modular Programming:** Utilized actor components and blueprints to create modular, reusable gameplay features

SKILLS

Unity | Unreal Engine 5 | C# | C++ | Unreal Blueprints | Java | Perforce | Git Technologies | Adobe Illustrator