



343 Industries Work: December 2020 through Present

Synopsis:

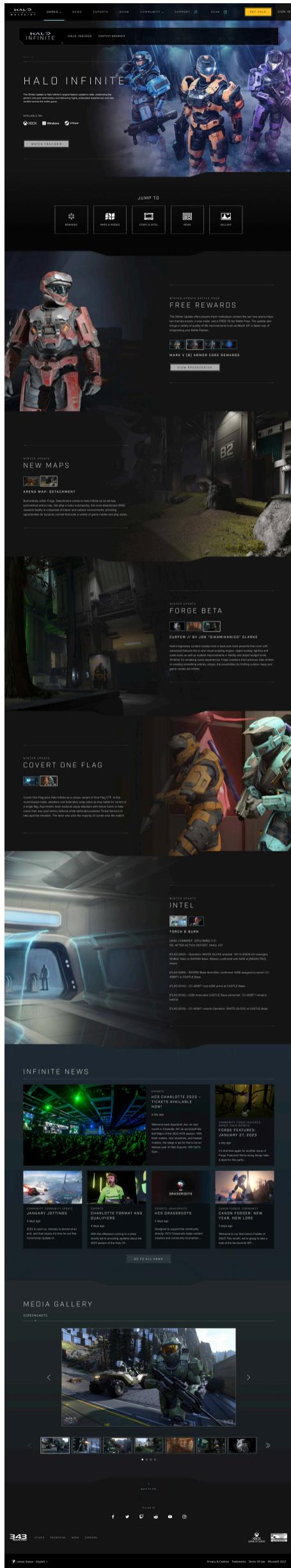
A summary of my development work for Halo Waypoint during my time at 343 Industries. Items include features from start to finish in programming, planning, code review, testing, feedback, and launch. Items were completed under / on time and budget, accessible, cross browser, and performant. Documentation, admin features, and cross team training were implemented to accommodate internationalization across 14 different locales.

More examples, details, process, and tools used are available upon request.

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343 Content Pages

A robust module ecosystem was built into our admin CMS to accommodate drag and drop content for our publishing team.

This allowed for pixel perfect design across browsers and devices, and helped solidify communication between teams using staging tools like [Storybook](#) for design and functionality review.

CMS APIs were extended to allow for new types of content that would utilize these blocks for pages, blog posts and author archives.

Examples with a diverse range of modules (links included):

[Halo Infinite](#)

[Halo MCC](#)

[Esports](#)

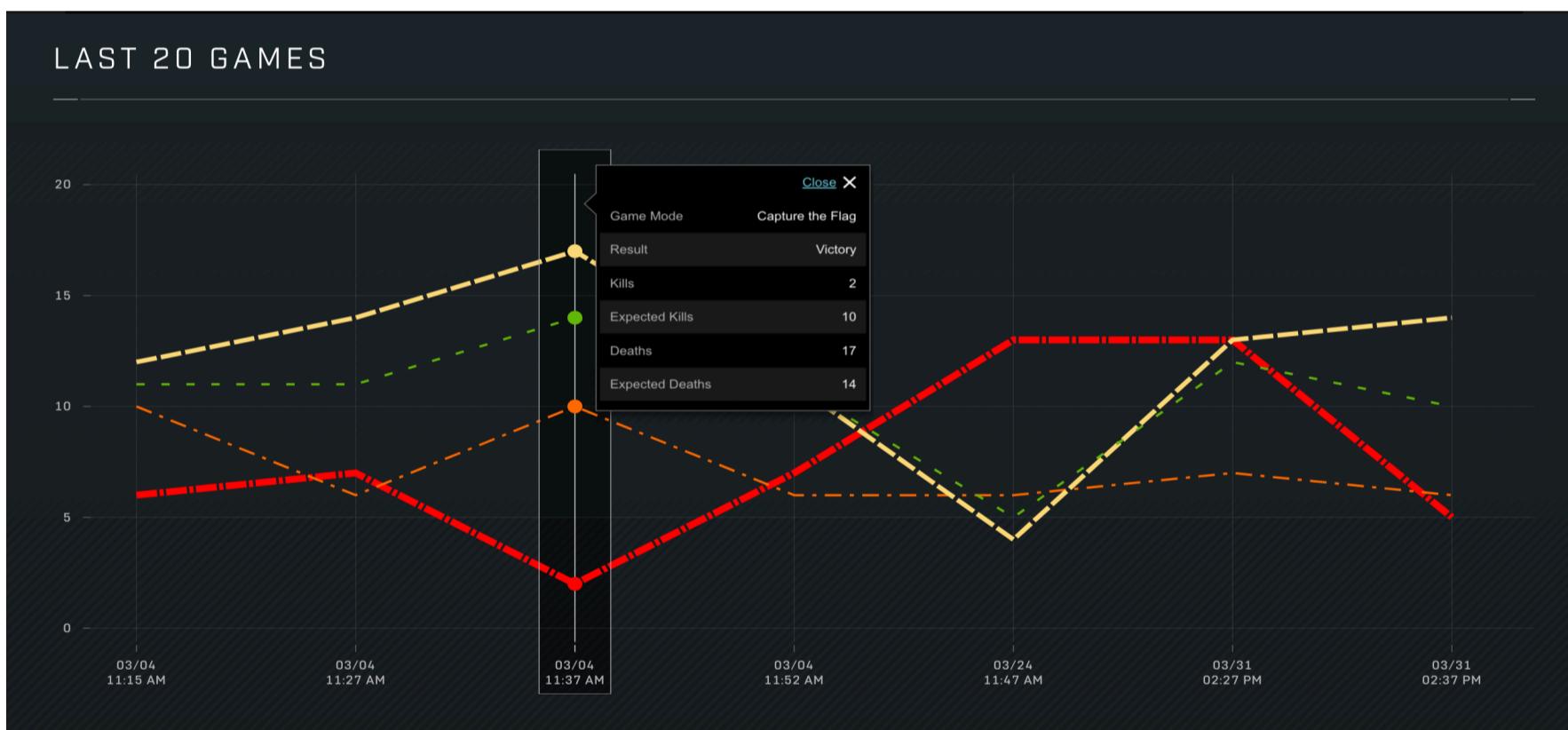
[Halo: The Series](#)

[News](#)

[An example news article](#)

Halo Infinite Game History

Result	Match Score	Playlist	Gametype	Map	Date/Time	Actions
Defeat	50 - 39	Fracture: Tenrai - Fiesta	Fiesta:Slayer	Live Fire	3/31/2022, 2:45 PM	Go to Details →
Defeat	50 - 42	Fracture: Tenrai - Fiesta	Fiesta:Slayer	Streets	3/31/2022, 2:36 PM	Go to Details →
Victory	103 - 200	Quick Play	Arena:Strongholds	Recharge	3/24/2022, 11:54 AM	Go to Details →
Victory	3 - 0	N/A	BTB:Stockpile	Fragmentation	3/18/2022, 12:11 PM	Go to Details →
Tie	0 - 0	N/A	BTB:Stockpile	Fragmentation	3/18/2022, 11:58 AM	Go to Details →
Tie	0 - 0	N/A	BTB:Stockpile	Fragmentation	3/18/2022, 11:56 AM	Go to Details →
Tie	0 - 0	N/A	BTB:Stockpile	Fragmentation	3/18/2022, 11:53 AM	Go to Details →
Defeat	2 - 0	N/A	BTB:CTF	Highpower	3/18/2022, 11:50 AM	Go to Details →



The Halo Infinite stats section provides players with an interface to view previous games and information relating to stats, players, and performance.

As part of this work, I was tasked with building a mobile friendly, accessible, SVG graph for the last 20 matches a player had played.

After launch, I gave a presentation at an internal Microsoft UI / Accessibility conference about the implementation, challenges, and solutions needed to satisfy accessibility across devices, screen readers, and color schemes.

Halo Infinite Content Browser

The screenshot shows the 'My Bookmarks' section of the Content Browser. It displays eight bookmarked content items in a grid:

- OTHERWORLDS PARKOUR VS (12/30/2022) - 703 Bookmarks, 4.84/5 Rating
- RIVERBED (11/8/2022) - 81 Bookmarks, 4.40/5 Rating
- FOOFOOBABAZ (1/19/2023) - 3 Bookmarks, 0.00/5 Rating
- FLAMIN' NINJA RUNNERS (PARKOUR) (12/11/2022) - 51 Bookmarks, 5.00/5 Rating
- STREETS (7/16/2020) - 6,327 Bookmarks, 3.58/5 Rating
- COMPACT WEAPON MERGER (11/10/2022) - 2,042 Bookmarks, 4.72/5 Rating
- FIESTA:SLAYER (7/16/2020) - 36,692 Bookmarks, 3.33/5 Rating
- ARENA:CTF (7/16/2020) - 93,355 Bookmarks, 2.40/5 Rating

Below the grid are links for 'BACK TO TOP' and 'FOLLOW US' with social media icons. At the bottom, there are links for '343 INDUSTRIES', 'STUDIO', 'FRANCHISE', 'NEWS', 'CAREERS', 'XBOX GAME STUDIOS', and 'Privacy & Cookies', 'Trademarks', 'Terms Of Use', 'Microsoft 2023'.

Halo Waypoint's Infinite Content Browser is a web version of the game's implementation.

Players are able to favorite, rate, report, and search for maps, modes, etc. they and other players have made.

Every action is tied to APIs around the game to provide seamless functionality as a companion app.

The screenshot shows a detailed view of a content item titled 'BY AW LOST SOLDIER'. The item has a rating of 4.5 stars from 67 ratings, 898 bookmarks, and 2,667 plays. It includes options to share, bookmark, or report the content. Below the item details, there are tabs for 'ABOUT', 'OVERVIEW', 'TAGS', and 'CREDITS', with 'TAGS' currently selected. The 'TAGS' section lists 'Original', 'Tech demo', and 'WIP'. At the bottom, there are links for '343 INDUSTRIES', 'STUDIO', 'FRANCHISE', 'NEWS', 'CAREERS', 'XBOX GAME STUDIOS', and 'Privacy & Cookies', 'Trademarks', 'Terms Of Use', 'Microsoft 2023'.

Halo Store

Halo Waypoint's Infinite Store mimics the in-game store allowing players to purchase inventory bundles, currency, boosts, and pieces of armor related to customizing their player.

A portal to purchase Xbox GamePass, Halo Infinite, and Halo MCC was also implemented.

The screenshots illustrate the Halo Waypoint Infinite Store interface, designed to mimic the in-game store experience. The top row shows the store's main interface, featuring a featured item (Brodie Armor Set) and a grid of other items like Inevitability of War and Eventide Infantry. The bottom row shows the offer selection and plan selection screens for Xbox Game Pass, highlighting the integration of the two platforms.

Halo Infinite Progression

Halo Waypoint provides a portal where players can track progress across different seasonal Battle Passes, Events, and Challenges. I was tasked with building out Halo Infinite and Halo MCC progression.

Functionality includes:

- Buying Battle Passes
- Buying levels, boosts, and currency grants of a Battle Pass
- Switching Battle Passes
- Viewing and Re-rolling Battle Pass Challenges

The screenshot shows the Halo Infinite Progression page for user 'dededaniel2063'. The main section displays the 'WINTER UPDATE' Battle Pass summary, which includes an 'ACTIVATE XP BOOST' button and a timer ending at 37:09:44:32. Below this are sections for 'EVENT' challenges like 'JOINT FIRE' and 'SPOILS OF SPARTA', and 'WEEKLY' challenges like 'SNEAK KING' and 'STOUT DEFENSE'. At the bottom is the 'WEEKLY ULTIMATE' challenge 'TACTICAL PRECISION' (Ultimate), which requires completing all weekly challenges before reset to reveal an 'ABBYE LIME' reward. Navigation links include 'GO TO BATTLE PASS', 'GO TO EVENT', and 'GO TO CHALLENGES'.

The screenshot shows a modal titled 'EQUIP A BATTLE PASS' with the message: 'All XP earned will apply to whichever battle pass is equipped.' It lists three options: 'SEASON 001 WINTER UPDATE' (equipped), 'SEASON 02 LONE WOLVES', and 'SEASON 01 HEROES OF REACH'. Each option has a 'BUY' button and an 'EQUIP' button. The modal also includes 'BACK TO TOP' and 'FOLLOW US' links, along with social media icons for Facebook, Twitter, YouTube, and Instagram.