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| **Mackenzie Sampson** | | | |
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**TECHNICAL SKILLS**

**Languages:** Python, JavaScript, TypeScript, Java, C#, SQL

**Frameworks/Tools:** React, Docker, Node.js, WebRTC, Webpack, NPM, MongoDB, AWS, Jenkins

**EXPERIENCE**

**Electronic Arts**

*Tool and Pipeline Engineer* *Sept 2019 – Aug 2022*

*Technologies: C#, Python*

* Maintained and served as the primary point of contact for all FIFA 21-23 Switch pipelines, which involved processing tens of thousands of assets across the production cycle.
* Developed C# tools to streamline artist workflows, with a particular focus on asset conversions and processing.
* Created a Maya plugin to automate collider integration and hair weights attachment for FIFA players, resulting in improved efficiency and accuracy.
* Trained artists on dev environment setup and testing for Nintendo Switch, resulting in faster adoption and smoother workflows.
* Collaborated with cross-functional teams, including QA, Build Engineering, and Art, to ensure timely and successful delivery of assets for each milestone.

**SAP**

*Software Engineer* *Intern* *May 2017 – Dec 2017*

*Technologies: Python, Selenium*

* Created automation solutions using Python and Selenium, reducing a monthly workload by 50+ hours for the team.
* Collaborated with engineering teams to analyze open source libraries for legal compliance prior to integration into SAP BusinessObjects Cloud.

**MDA**

*Junior Software Engineer* *Jan 2016 – Sep 2016*

*Technologies: JavaScript, C#*

* Designed and developed a mobile-friendly corporate website, utilizing JavaScript and C# for optimal performance and user experience.
* Managed site rollout using Microsoft IIS to monitor stability, assign security certificates, and stage internal domains.
* Optimized script runtime performance across various browsers by monitoring network stats within dev tools and reducing load times where possible.

**PROJECTS**

**VanCity Parking:** Web app that displays all public parking meters in Metro Vancouver on a searchable map interface. Using **JavaScript**, **React**, and the **Google Maps API**, I cleaned and stored CSV meter data in a **MongoDB** database, and plotted meter locations using **geospatial** data.

**EDUCATION**

**University of British Columbia**

Bachelor of Computer Science (*3.7 GPA*)*Sept 2015 – Nov 2020*

*Teaching Assistant* – *CPSC 310: Intro to Software Engineering**Sept 2018 – Dec 2018*