

Mackenzie (MJ) Antenor

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EDUCATION

Webster University Honors College, St. Louis, MO

Expected May 2025

B.S. Computer Science & B.A. Game Design, GPA: 3.7

EXPERIENCE

Oracle | *OCI Software Engineer Intern* | Redwood Shores, CA

May 2024 – August 2024

- Designed a Horizontal Pod Autoscaler (HPA) for the gateway streaming services, eliminating the need for manual oversight during traffic peaks to scale accordingly by automating process leveraging CPU utilization metrics.
- Developed the foundation for the next phase of the HPA, which involves implementing Kubernetes Event-Driven Autoscaling (KEDA) driven by custom metrics.

Oracle | *Software Engineer Intern* | Austin, TX

May 2023 – August 2023

- Developed a highly effective Digital Assistant system that streamlined the on-call helplines for Oracle products, optimizing customer support processes and improving overall efficiency.
- Demonstrated commitment to professional development by pursuing expertise with cloud technology certifications.

PROJECTS

Sunshine Getaway | *Project Manager*

August 2024 - Present

- Managed a team of programmers, artists, sound designers, and writers to create a psychological horror game set in a “mental health resort” in the 90s.
- Collaborated with Creative Director to set the pace of work and create a roadmap for the team’s progress, using a sprint-based schedule. Ensured consistent alignment on project goals, optimized task management, and provided clear milestones for tracking team achievements.

Cat-astrophe | *Developer*

August 2023 – Present

- Developed a side-scrolling game featuring Duchess, a clever feline protagonist, as she navigates dynamically generated house layouts to outsmart her owner, ensuring an unpredictable experience with every playthrough.
- Designed and implemented fluid, responsive movement mechanics for both Duchess and her relentless owner, enhancing gameplay and player immersion.

Gluttony On a String | *Project Manager & UI Artist*

August 2023

- A 3D game where the player controls a worm-on-a-string, consuming items, growing, changing colors, and seeking revenge on its owner created during a 48 hour game jam. The project earned a nomination for its creative design.
- Established clear and achievable milestones, enabling the team to develop multiple levels that tell a cohesive story.

LEADERSHIP

Game Design Guild | *Founder & President*

- Founded and established a multifaceted club with three distinct branches—Social, Analog, and Development—creating a space for networking and skill development within the gaming community.
- Partnered with the university to design and deliver professional development workshops and planned biannual networking events, consistently attracting over 50 participants per semester.
- Recruited and mentored future leadership, ensuring a smooth succession plan and the continued growth of the club while leading and managing executive meetings.

Kinematifest | *Festival Director (Game) & Head of Marketing*

- Collaborated with fellow club leaders to create a multidisciplinary festival for film, game, and animation majors, featuring keynote speakers, local panelists, and judges.
- Organized the event schedule and coordinated with multiple industry professionals to ensure seamless execution and played a key role in shaping the festival’s branding, enhancing its identity and community recognition.

Webster48 | *Head Organizer*

- Facilitated a 48-hour game, film, and animation jam for students, featuring a final screening and award ceremony.
- Collaborated with fellow club leaders to ensure teams were equipped with necessary resources and adhered to fair competition guidelines, while overseeing marketing and catering to enhance the overall event experience.

SKILLS

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| • C/C++ | • Python | • HTML/CSS | • Express |
| • Unity | • JavaScript | • MySQL | • Node.js |
| • C# | • Git | • YAML | • React |
| • Unreal | • Blender | • Jira | • Trello |