IZZY BENAVENTE

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PROFESSIONAL EXPERIENCE

RESPAWN ENTERTAINMENT – Apex Legends Team

Lead Software Engineer (Tech Lead & Manager)   Feb 2022 – Present

Led technical direction of the Live Content team on Apex. The Live Content team is responsible for MTX, inventory, seasonal events, retention, engagements, messaging and more. Influenced feature scoping, resourcing, roadmapping, and scheduling with our Product team and stakeholders. Ran hiring for our team by creating roles, writing JDs, conducting phone screens, coordinating coding tests, and creating interview panels.

Senior Software Engineer (Tech Lead)   Jun 2021 – Feb 2022

Responsible for managing engineering tasks and initiatives. Wrote technical designs, partnered with EA groups, first party platforms, and external teams to develop high impact MTX features for Apex Legends. Improved our player messaging by integrating EA's Unified Messaging API to personalize messages based on segments based on player telemetry. Integrated service for in-game code redeeming, which has been used for marketing partnerships with Monster Energy drinks and others.

Software Engineer   Oct 2018 – Jun 2021

Implemented dpad navigation, controller rebinding, accessibility settings, and other UI features into Apex. Transitioned from UI to focusing on MTX and live content related work. Built features such as image downloading, bundles, deeplinking, and in-game 1st party SKU store. Provided support for crossplay and legal compliance for MTX-related laws in Japan and Belgium. Investigated and resolved numerous emergent issues from the live game. **C/C++, Lua, Squirrel**

BLIND SQUIRREL GAMES – Sunset Overdrive (PC Port) Team

Junior UI Engineer   Nov 2017 – October 2018

One of the five engineers that ported Sunset Overdrive from Xbox One to PC for Windows Store and Steam. Implemented letterboxing and screen resolution options, reworked the button hint system for mouse/kb interactions, and refactored the save system to support multiple save files and developed new UI for save/load. **C++, Flash, and AS3.**

Also contributed to an unannounced fighting game title where I implemented new UI screens and widgets and built the key rebinding system. **UE4, UMG**

INFINITY WARD - Call of Duty: Infinite Warfare Team

UI Software Engineer Intern   Summer 2015 & 2016

Implemented and built upon on new menus and widgets for equipment, rewards, and lobbies across all game modes. Developed features and improvements for a tool optimizing the workflow of the UI pipeline while also providing support with bug fixes and continuous improvement with iterative feedback from the UI team to improve the tool's usability. **Lua, C#, C++**

SLICKDEALS.NET

Web Development Intern   May 2014 – August 2014

Built webpages from comps and integrated features for new pages while ensuring responsiveness and browser compatibility. Developed a price tracker to alert users when a price drops on tracked items using URLs from online retailers. **HTML/CSS, PHP, SQL, Javascript, jQuery**

SKYSHOT

Lead Producer & UI Engineer   Jan 2016 – May 2017

Networked sports game combining parkour with grappling hooks. Managed team of 20 devs, coordinating tasks, schedules, and milestone goals. Led UI direction, designed & implemented menu flow and game lobby. **UE4, UMG, C++**

SKILLS

- C/C++, Lua, Squirrel, AS3, C#, HTML/CSS, PHP, Python
- Visual Studio, IntelliJ, Unreal Engine 4, Unity, Perforce, Git, WSL, Flash, Photoshop, Excel, Premiere, InDesign

EDUCATION

University of Southern California, Class of 2017

- B.S. in Computer Science (Games) with a specialization in Cyber Security. *Honors: Cum Laude*