
Russell Matteson

Private Contact Information

Work Experience

Mountaintop Studios – Director of Engineering

Product Details: <https://playspectre.com/>

March 2022 - Present

- Shipped our online multiplayer shooter Spectre Divide (Unreal Engine 4) on PC, Xbox and PlayStation
- Managed all aspects of the company's engineering department (6 teams, 35 engineers)
- Oversaw engineering efforts in Engine, Systems, Gameplay, UI, Platform, Graphics, Audio and Anti-Cheat
- Directed engineering efforts on the team from pre-production through release
- Worked with production and other directors to build and maintain the studio development schedule
- Accountable for product quality and performance at all stages of development
- Prepared the team and infrastructure for operation as a global live service
- Operated the game as a live service, deploying regular patches and providing on-call engineering support
- Drove development of seasonal updates, releasing new features and fixes based on analytics & feedback
- Responsible for team staffing, hiring and terminations to meet project needs and budgets
- Oversaw the (\$6M) engineering team cost center including staff salaries, offers and equipment

343 Industries – Engineering Director (Halo Infinite Campaign)

Product Details: <https://www.343industries.com/slipspace-engine>

September 2021 - March 2022

- Directed campaign efforts for Halo Infinite in partnership with design and production
- Drove preproduction efforts for campaign 2022 initiatives from start to finish
- Directed efforts of approximately 200 engineers, designers, testers and artists across 15 teams
- Directly managed multiple engineering departments within the studio (65 engineers total)
- Oversaw campaign co-development efforts with multiple partner studios (Skybox Labs, Sperasoft)
- Worked with lead producers to establish campaign milestones on the studio release schedule
- Helped shape studio development strategies to support a live service and quarterly releases

343 Industries – Halo Infinite

June 2021 - December 2021 (Halo Infinite) – Principal Engineering Manager

2019 - 2021 (Halo Infinite) – Senior Engineering Manager

2017-2019 (Halo Infinite) – Senior Software Eng Lead

Product Details: <https://www.343industries.com/slipspace-engine>

Microsoft Corporation – Microsoft Office

2016-2017 (Whiteboard) – Senior Software Eng Lead

2013-2016 (OneNote) – Software Development Engineer II

2011-2013 (OneNote) – Software Development Engineer I

Product Details: [Microsoft Whiteboard \(Windows Store App\)](#)

Product Details: <https://www.onenote.com/>

Details on older positions available on LinkedIn: <https://www.linkedin.com/in/russellmatteson/>

Portfolio

<http://www.russellmatteson.com/>

Technical Skills

Programming Languages	• C++	• C#	• JavaScript	• Many Others
Project Management	• Azure DevOps	• Jira		
Development	• Visual Studio	• Photoshop	• After Effects	• 3ds Max

Hobbyist Experience

Green Forest - Windows Store, 2017 (C#, DirectX)

Product Link: [Green Forest \(Windows\)](#)

Desert Quest - Windows Store, 2012 - 2014, (C++, DirectX)

Product Link: [Desert Quest \(Windows\)](#)

Desert Quest Editor - Windows Store, 2012 - 2014, (C++, DirectX)

Product Link: [Desert Quest Editor \(Windows\)](#)

Education

Eastern Washington University MBA, Business Administration GPA: 3.9	2020-Present
University of California, Los Angeles B.S., Computer Science GPA: 3.95	2007-2011
Mariposa County High School High School Diploma 4.375 GPA, Valedictorian	2003-2007