Robert (RB) MacDonald III
Systems Designer

RBMacDo@gmail.com
www.RBMGD.com
(410) 829-6315
Germantown, Maryland

Systems designer with over 9 years of professional QA experience. I excel in team environments and strive to maintain healthy communication with peers and management. I am accustomed to fast-paced evolving work conditions and quickly adapt to unexpected situations.

Projects

Backrooms | Team - Systems Designer | Creation Kit
Starfield Mod | 01/2025 - 01/2025
- Scripted a falling puzzle
- Scripted a puzzle involving lights
- Set up AI packages and behavior for 3 custom enemies

Survivor's Arena | Solo Dev | Creation Kit
Starfield Mod | 09/2024 - 12/2024
- Created a timed enemy wave gameplay loop system
- Designed an upgrade-with-points system utilizing a highly modified terminal
- Designed a system to simulate player death
- Created a unique health pickup
- Created custom enemies and weapons

Credit Pusher | Solo Dev | Creation Kit
Starfield Mod | 01/2025 - 01/2025
- Built a coin pusher arcade machine that spawns prizes the player can win
- Designed a system that creates random legendary items using a custom leveled list and custom form lists
- Balanced the cost to the player versus the total prize value they win

Aquaphobia | Team - Lead Designer | Custom Engine
Primeval Games, UAT | 04/2009 - 12/2009
- Lead designer on a team of 10 for a 2D, side scrolling, XNA game
- Designed the first two levels
- Designed player character and 3 enemies
- Designed a power up

Work Experience

Senior Quality Assurance Tester II | Bethesda Softworks
Starfield | 09/2022 - Present
- Used Creation Kit to investigate bug details and potential solutions for them
- Created over 100 test plans
- Coordinated burst tests and other focus testing
- Maintained high level communication on various features of the game with developers and leads and identified areas in need of future testing
- Documented and maintained project information on Confluence
- Helped train new testers

Senior Quality Assurance Tester | Bethesda Softworks
Starfield | 07/2021 - 09/2022

Quality Assurance Tester | Bethesda Softworks
Starfield, TES: Blades, Fallout 4, Fallout Shelter | 05/2015 - 07/2021

Skills

Design
- Systems Design
- Gameplay Balancing
- Mechanics Design
- Puzzle Design
- Content Design
- Quest Design
- Level Design
- Design Documentation

Tools
- Creation Kit
- Papyrus Scripting
- Visual Studio Code
- Confluence
- Microsoft Office Suite with Proficiency in Excel
- JIRA

Education

University of Advancing Technology
01/2007 - 09/2009
Bachelors of Art - Game Design
GPA: 4.0 - Summa Cum Laude

Chesapeake College
09/2004 - 12/2006
Associates - Applied Science in Business Management

Hobbies

- Martial Arts
- Ping Pong
- Dungeons & Dragons
- Puzzles
- Board Games
- Anime
- Indoor climbing