# 343 Industries Work:
## 2020 through 2023

*Synopsis:*
A summary of my development work for Halo Waypoint during my time at 343 Industries. Items include features from start to finish in programming, planning, code review, testing, feedback, and launch. Items were completed under / on time and budget, accessible, cross browser, and performant. Documentation, admin features, and cross team training were implemented to accommodate internationalization across 14 different locales.

More examples, details, process, and tools used are available upon request.


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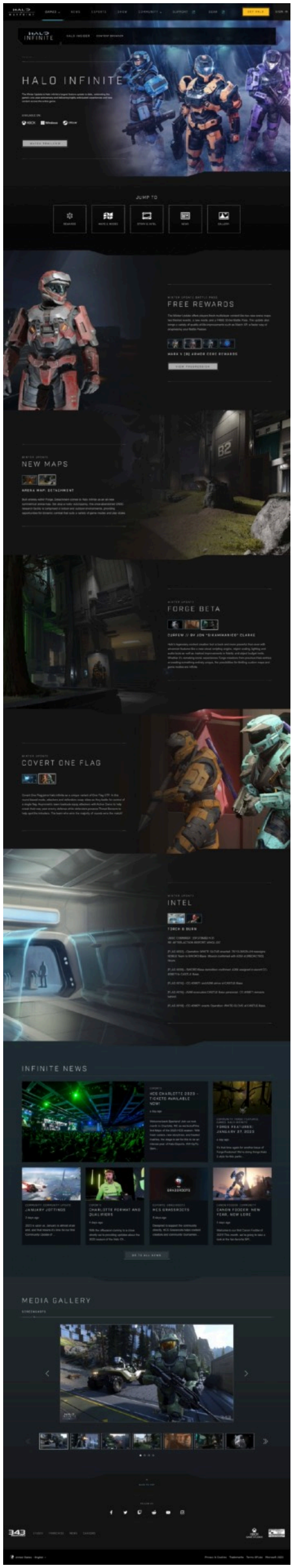



# 343 Content Pages

A robust module ecosystem was built into our admin CMS to accommodate drag and drop content for our publishing team.

This allowed for pixel perfect design across browsers and devices, and helped solidify communication between teams using staging tools like Storybook for design and functionality review.

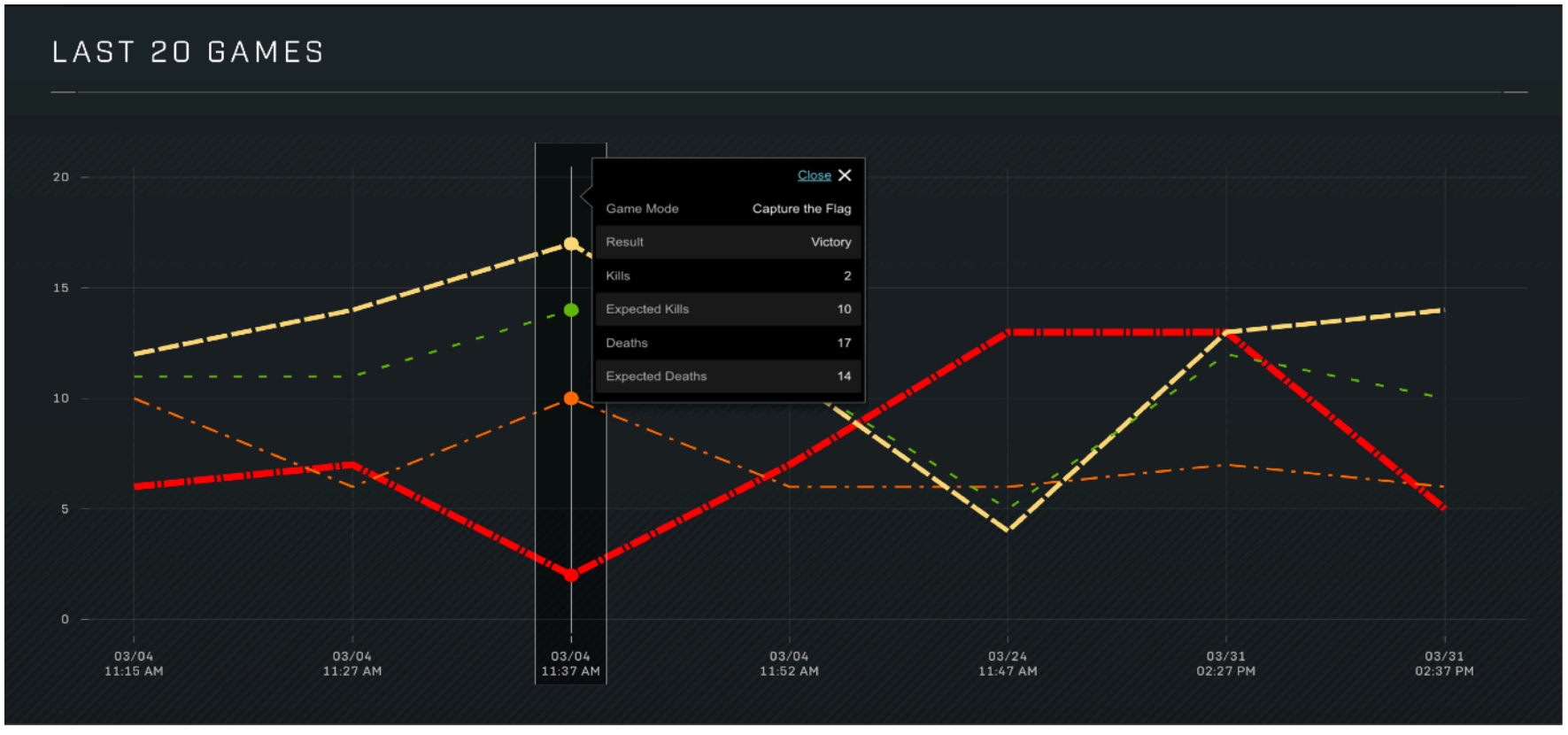
CMS APIs were extended to allow for new types of content that would utilize these blocks for pages, blog posts and author archives.

Examples with a diverse range of modules (links included):

- Halo Infinite
- Halo MCC
- Esports
- Halo: The Series
- News
- An example news article

# Halo Infinite Game History

| Result | Match Score | Playlist | Gametype | Map | Date/Time | Actions |
|---|---|---|---|---|---|---|
| Defeat | 50 - 39 | Fracture: Tenrai - Fiesta | Fiesta:Slayer | Live Fire | 3/31/2022, 2:45 PM | Go to Details → |
| Defeat | 50 - 42 | Fracture: Tenrai - Fiesta | Fiesta:Slayer | Streets | 3/31/2022, 2:36 PM | Go to Details → |
| Victory | 103 - 200 | Quick Play | Arena:Strongholds | Recharge | 3/24/2022, 11:54 AM | Go to Details → |
| Victory | 3 - 0 | N/A | BTB:Stockpile | Fragmentation | 3/18/2022, 12:11 PM | Go to Details → |
| Tie | 0 - 0 | N/A | BTB:Stockpile | Fragmentation | 3/18/2022, 11:58 AM | Go to Details → |
| Tie | 0 - 0 | N/A | BTB:Stockpile | Fragmentation | 3/18/2022, 11:56 AM | Go to Details → |
| Tie | 0 - 0 | N/A | BTB:Stockpile | Fragmentation | 3/18/2022, 11:53 AM | Go to Details → |
| Defeat | 2 - 0 | N/A | BTB:CTF | Highpower | 3/18/2022, 11:50 AM | Go to Details → |

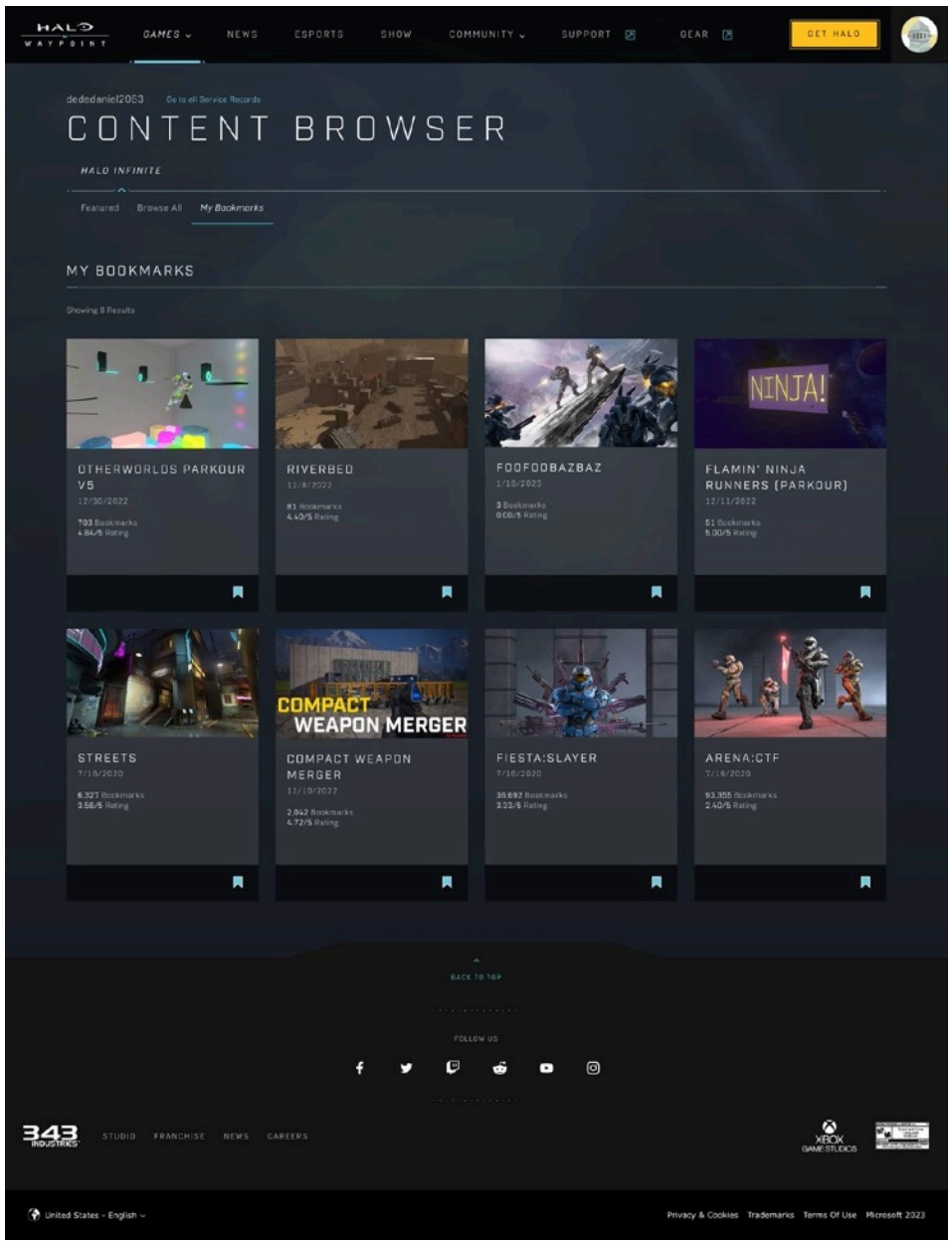


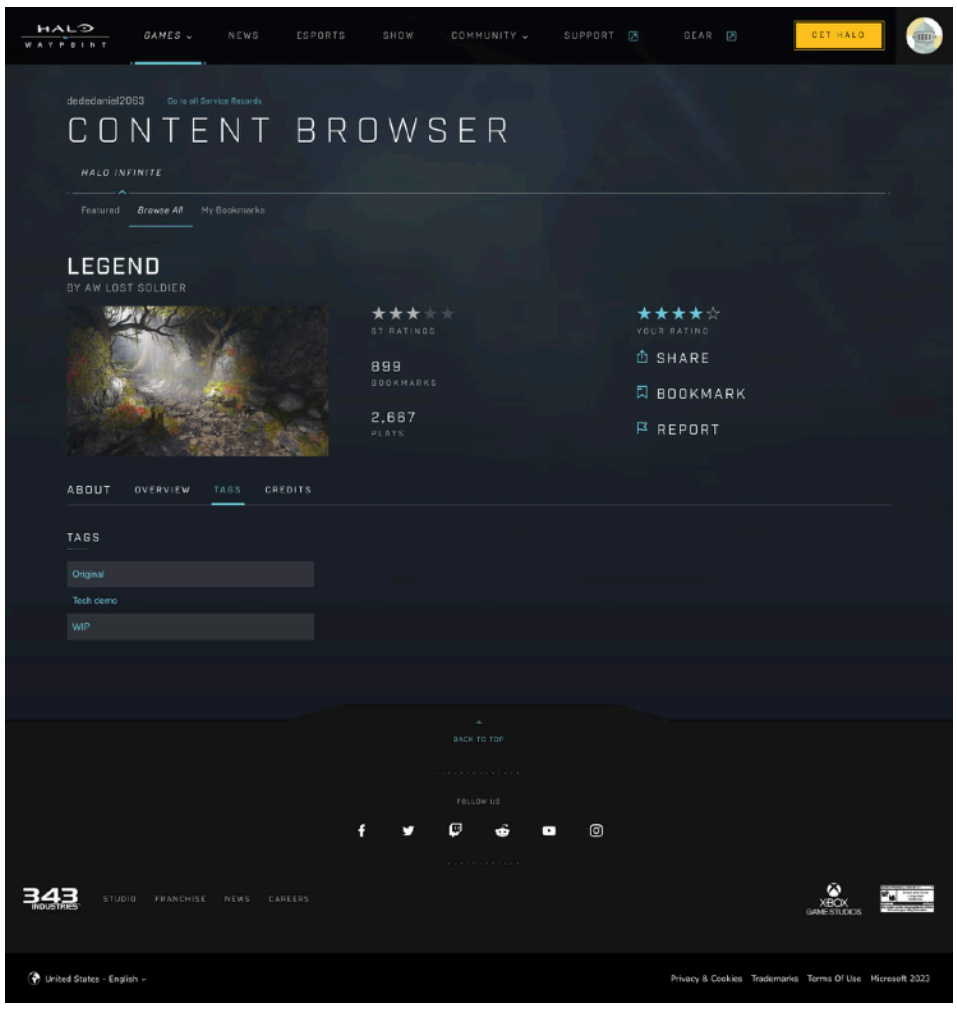

The Halo Infinite stats section provides players with an interface to view previous games and information relating to stats, players, and performance.

As part of this work, I was tasked with building a mobile friendly, accessible, SVG graph for the last 20 matches a player had played.

After launch, I gave a presentation at an internal Microsoft UI / Accessibility conference about the implementation, challenges, and solutions needed to satisfy accessibility across devices, screen readers, and color schemes.

# Halo Infinite Content Browser




Halo Waypoint's Infinite Content Browser is a web version of the game's implementation.

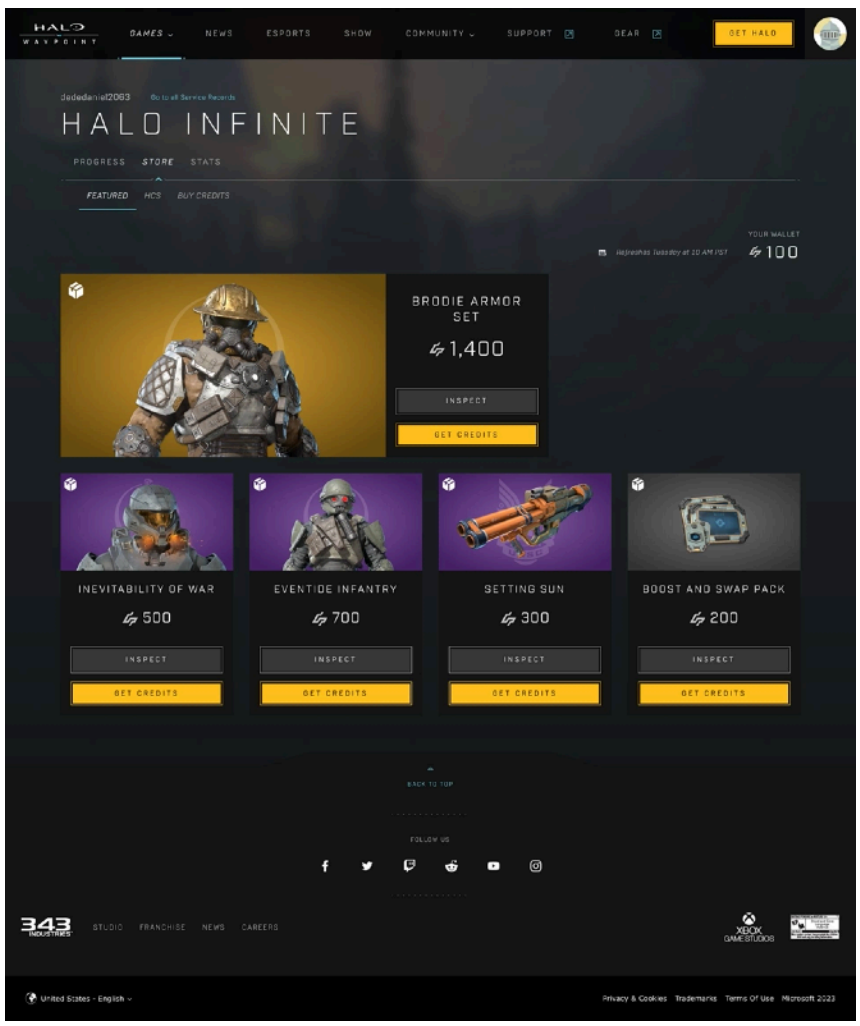
Players are able to favorite, rate, report, and search for maps, modes, etc. they and other players have made.

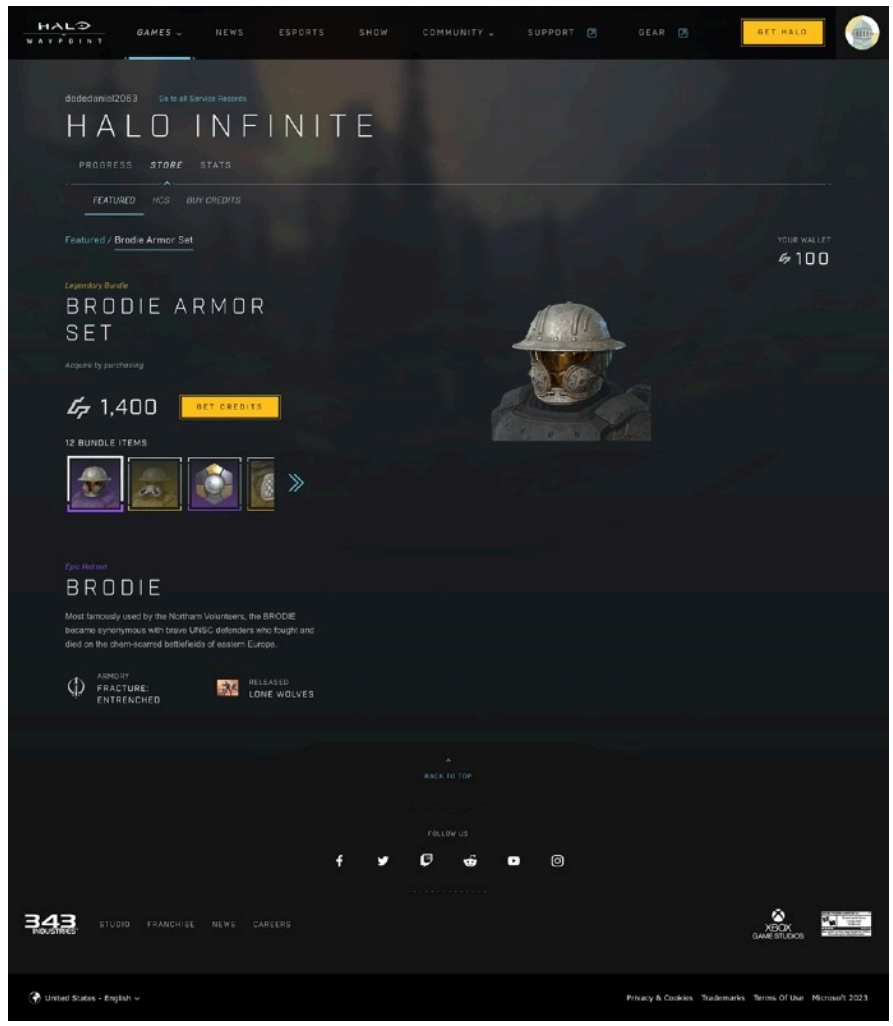
Every action is tied to APIs around the game to provide seamless functionality as a companion app.

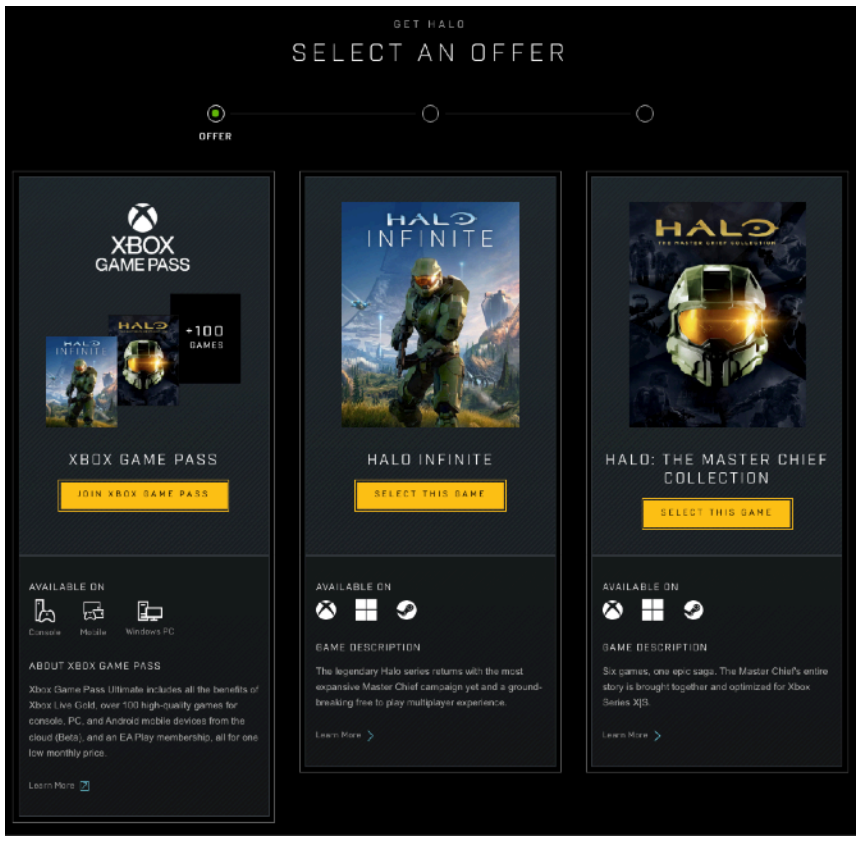
# Halo Store

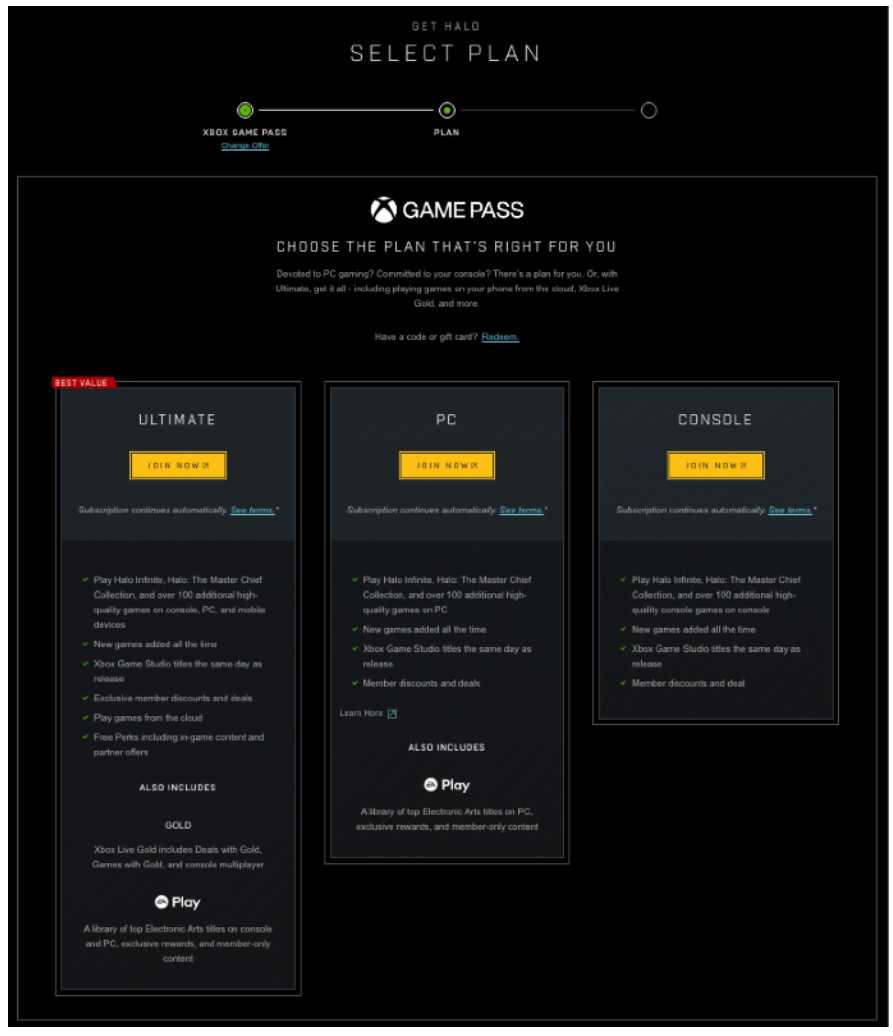
Halo Waypoint's Infinite Store mimics the in-game store allowing players to purchase inventory bundles, currency, boosts, and pieces of armor related to customizing their player.

A portal to purchase Xbox GamePass, Halo Infinite, and Halo MCC was also implemented.



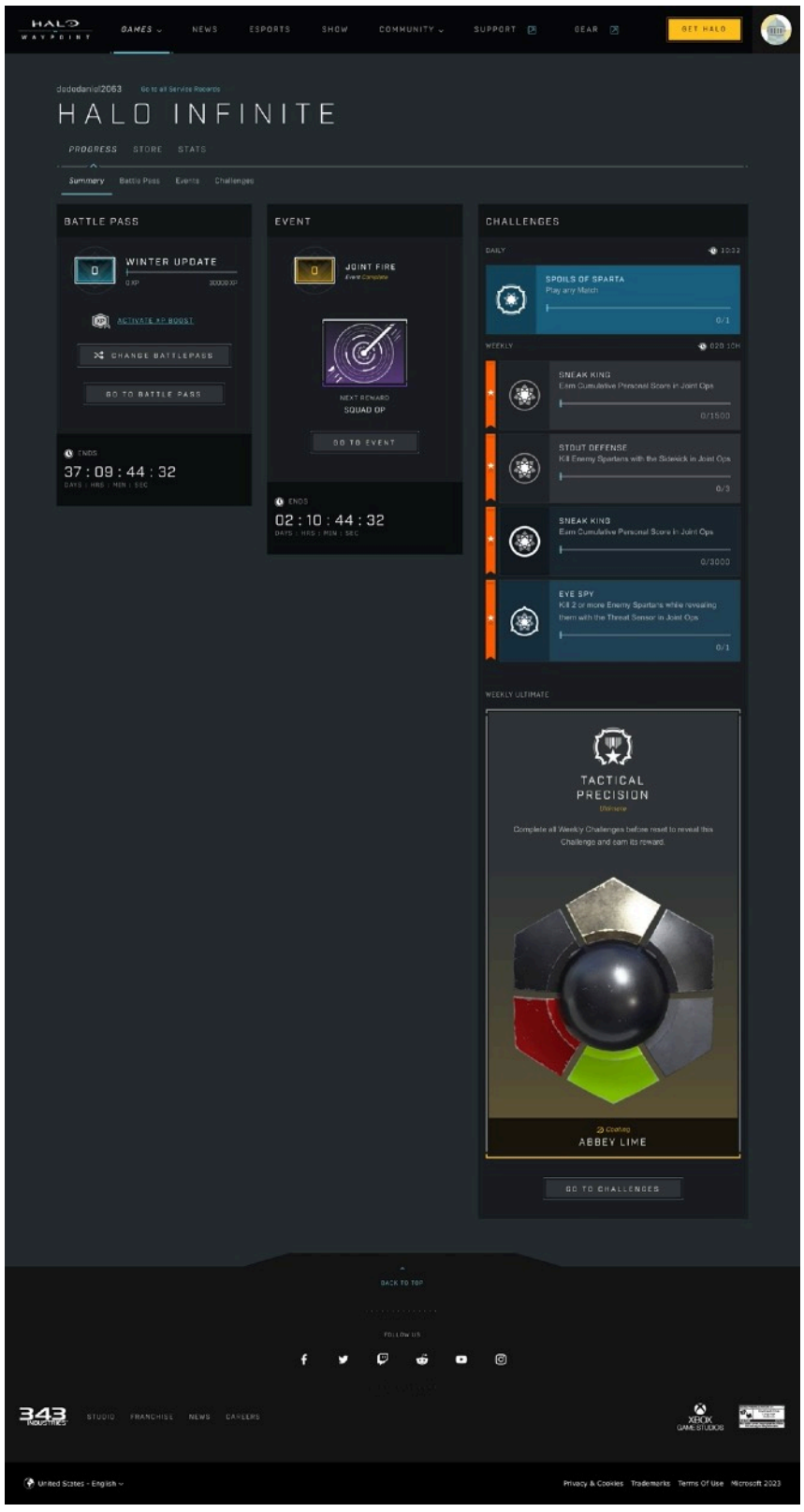
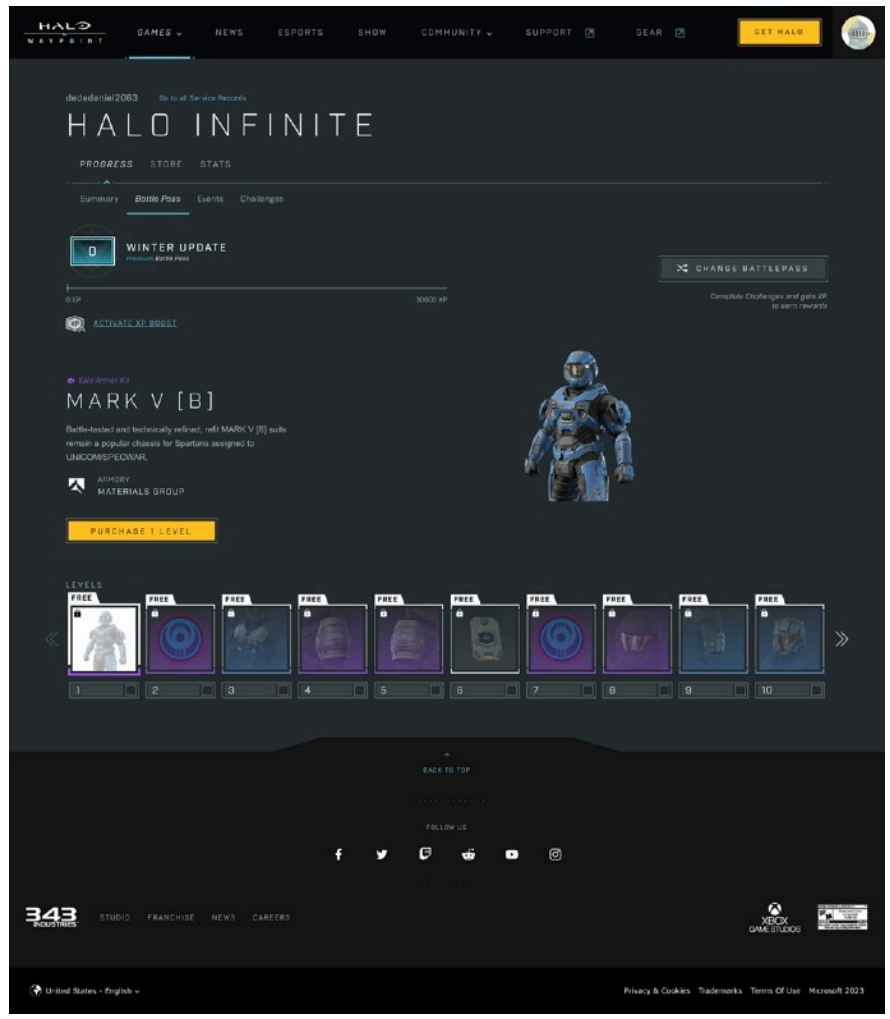
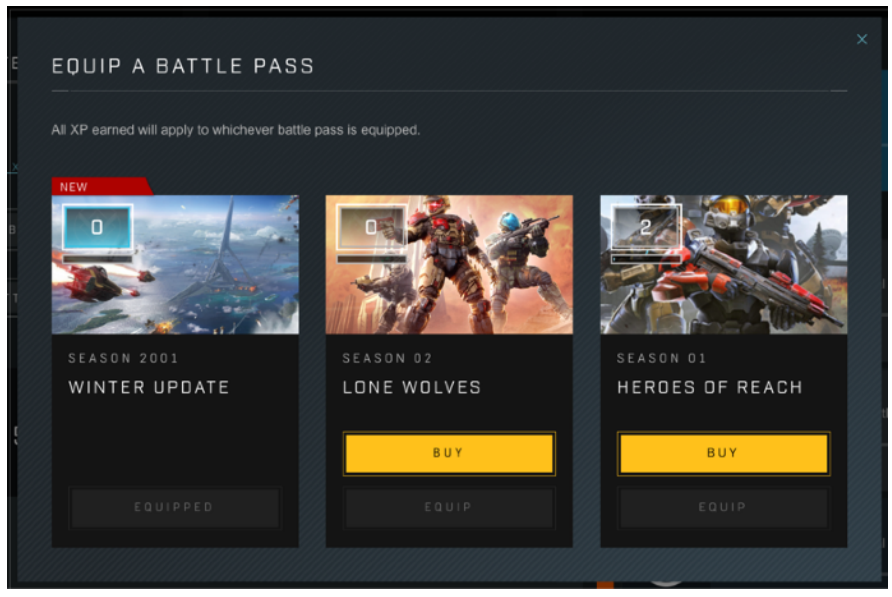



# Halo Infinite Progression

Halo Waypoint provides a portal where players can track progress across different seasonal Battle Passes, Events, and Challenges. I was tasked with building out Halo Infinite and Halo MCC progression.

Functionality includes:

- Buying Battle Passes
- Buying levels, boosts, and currency grants of a Battle Pass
- Switching Battle Passes
- Viewing and Re-rolling Battle Pass Challenges