

Engineering leader with 15 years of experience across Riot, Microsoft, and Ubisoft. Builds and scales engineering organizations through hands-on technical depth, with experience spanning live-service platforms, game security, cross-studio technology programs and engine & tools.

Experience

MARCH 2024 – PRESENT

Principal Tech Lead – Riot Games

On League of Legends xo owns the technical aspects of the in-game UI as Tech Lead of that cross-functional 7-developer team. Previously she was the Tech Lead of an unannounced game and an engine developer on League of Legends and Teamfight Tactics before that.

DECEMBER 2019 – MARCH 2024

Senior Software Engineering Manager – Microsoft

During her time at Microsoft xo worked at two game studios: Turn 10 and Halo Studios. While at Turn 10 xo was responsible for the anti-cheat, anti-piracy and game security intelligence strategy for the Forza and Fable franchises. She was also the lead and manager of the technology sharing initiative between Turn 10 and Playground Games studios. While at Halo Studios xo worked on the world gameplay engineering team and contributed deeply to the co-op networking and world streaming technologies.

OCTOBER 2015 – DECEMBER 2019

Technical Director – Snowed In Studios

xo joined Snowed In Studios while it was a small indie game company and helped grow it to be the renowned AAA co-development studio that it is today. During her time at Snowed In she was responsible for the hiring and talent development of engineers at the studio, and worked as the tech lead on multiple in-flight projects at once.

MAY 2013 – SEPTEMBER 2015

Programmer – Ubisoft

At Ubisoft Montreal xo worked as a UI programmer across three titles. On Watch Dogs she optimized 3D UI systems for performance and memory and shipped the game across six platforms. On Shape Up she owned the initial player onboarding experience. On For Honor she built core UI framework systems and shipped features leading up to the game's E3 2015 debut.

2011 – 2013

Earlier Roles

- ❖ **Gameplay Programmer – Magmic (2012 – 2013)**
Texas Hold 'Em King Live on BlackBerry 10, NYT Crosswords, Skip Bo, Slots King.
- ❖ **Graphics Programmer – QNX Software Systems (2011 – 2012)**
Blackberry PlayBook and Z10 home-screen graphics features.

Community & Industry

2026 – PRESENT

Program Advisory Committee Member – Bellevue College & Algonquin College

Advises on curriculum and industry hiring expectations for game development, game design and game art programs.

Ottawa, 2017

Co-Founder & Expo Director – Capital Gaming Expo

Co-founded a two-day video game event spanning artists, indie devs, tabletop, VR, tournaments and an industry conference; the expo continued for several years after.

Ottawa, 2016

Expo Director – Game & Art Expo

Led a one-day celebration of video game art and culture that drew 2,600+ attendees as part of the Ottawa International Game Conference.

Education

❖ **Bachelor of Computer Science, Evaluation – Pace University (2019)**

Pace University provided an evaluation of experience equivalent to a Bachelor of Computer Science while immigrating to the USA from Canada.

❖ **Advanced Diploma, Game Development – Algonquin College (2008 – 2011)**

Projects

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| ★ League of Legends | ★ Starfield | ★ Watch Dogs |
| ★ Teamfight Tactics | ★ Forza Motorsport | ★ Skip Bo |
| ★ Fable | ★ Eidos Loc Tooling | ★ Texas Hold 'Em |
| ★ Forza Motorsport | ★ Rokh | ★ Slots King |
| ★ Forza Horizon 5 | ★ For Honor | ★ Blackberry Z10 |
| ★ Halo Infinite | ★ Shape Up | ★ Blackberry Playbook |