

**Max Szlagor** is the **Design Director of the 343 Industries Publishing Team** and has shipped over 12 AAA titles. He is currently driving design and the user experience behind adding *Halo: Reach* into *Halo: The Master Chief Collection* (MCC) and bringing *Halo: MCC* to PC. Max has led design on several features and experiences in the Halo franchise including *Halo 4*, *Halo 5*, *Halo Wars: Definitive Edition*, and *Halo Wars 2.*

Max previously worked at Nintendo, THQ, Sony Online Entertainment, and Gas Powered Games. He has shipped multiple million selling titles in the *Mario*, *Legend of Zelda*, *Metroid*, and *Age of Empires* franchises. He is a former professional gamer and Magic: The Gathering Pro Tour champion and loves delivering great experiences for the passionate Halo community in all the titles he works on.