

# BRIAN MACKENZIE

Technology Executive | Online-Services & Platform at Scale | M&A Technical Diligence (\$12.7B) | Building AI Hands-on

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## EXECUTIVE SUMMARY

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Technology executive with 20+ years in the online-services and platform technology behind high-traffic consumer products. Founded 2K's Online Engineering team — the multiplayer and live-services infrastructure behind AAA launches, scaling to thousands of virtual servers — and later led technical due-diligence and integration on 10+ acquisitions including the \$12.7B Zynga deal, partnering directly with acquired-company CTOs and reporting to the board and CEO. Equally at home setting technology strategy and turning ambiguous business problems into operating models that ship. Currently building AI tooling hands-on. 12 years at Take-Two Interactive across VP of Technology, de-facto CTO (Private Division), and online-engineering roles.

## SELECTED IMPACT

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- Founded and scaled **2K's Online Engineering team** — built the multiplayer / online-services infrastructure for AAA launches from the ground up; owned provisioning, scaling, and solution design for thousands of virtual servers and ESX clusters; introduced AWS and Slack to the business.
- Led **technical due-diligence and integration for 10+ investments and acquisitions**, including the **\$12.7B Zynga acquisition**; primary technology partner to acquired-company CTOs and label leadership; advised on cost, risk, and target-state integration.
- Drove **technology strategy and platform leadership across 20+ AAA title launches** — launch telemetry, live dashboarding, customer-data-platform integration, and technical advisory.
- Designed a **decentralized label IT operating model** — **\$266K annual / \$1.065M lifetime savings** — and brokered cross-label platform reuse that avoided **~\$1.5M** in duplicate development.
- Modernized **digital commerce and multi-processor payments** — established merchant-of-record and integrated Stripe + Braintree across PC and mobile (GTA, NBA 2K) — relevant to any real-money / transaction-heavy platform.

## CORE EXPERTISE

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Online-Services & Live Platform Architecture | Multiplayer Infrastructure at Scale | M&A Technical Diligence & Integration | AI / ML Platform Strategy (hands-on agentic AI) | Technology Strategy & Org Design | Cloud / AWS Infrastructure | Shared Services & Operating Models | Digital Commerce & Payments | Cybersecurity & Risk | Executive Stakeholder Leadership

## PROFESSIONAL EXPERIENCE

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### Independent Technology Leadership & Advisory

Apr 2026 – Present

*Remote (Mountain Lakes, NJ)*

- Open to full-time executive roles, interim-CTO engagements, and strategic / M&A technical advisory.
- Building AI tooling hands-on to stay current with applied AI / LLM engineering.

### Vice President of Technology

Nov 2024 – May 2026

*Take-Two Interactive Software, Inc. | Direct-to-Consumer / Digital Commerce | New York, NY*

- Led Take-Two's centralized direct-to-consumer and digital commerce technology function, stabilizing revenue-critical cross-label workstreams and clarifying governance, ownership, and shared-service operating models across major labels.
- Established Take-Two as merchant of record by integrating Stripe and Braintree across PC and mobile storefronts, including GTA and NBA 2K Mobile; enabled multi-processor checkout, reduced legacy processing costs, and modernized core revenue infrastructure.
- Supported subscription and commerce growth through Rockstar PC subscription launch and holiday promotional campaigns; maintained zero-disruption business continuity during transition of Zynga's mobile commerce program.
- Delivered modernization across digital storefront, social-platform, and corporate web experiences, including Rockstar webstore redesign, Nintendo Switch 2 social / SDK support, and launch of the new Take-Two Careers site on modern accessible architecture.
- Contributed group transformation, architecture, and organization-design proposals to centralization initiatives spanning shared services, technology synergies, and future operating models.

### Vice President of Technology, Private Division

Jan 2018 – Nov 2024

*Take-Two Interactive Software, Inc. | New York, NY*

- Served as de facto CTO and technology strategy lead for Take-Two's Private Division label, guiding technology direction across internal business operations and support for consumer product launches.

- Led technical diligence and integration planning for 10+ potential investments or completed acquisitions, and later supported divestiture workstreams; advised on costs, risks, savings opportunities, and target-state integration strategy.
- Co-authored a direct-to-consumer business strategy proposal that helped establish a centralized digital commerce capability and new revenue streams across the company.
- Designed a decentralized label IT support model that improved standardization, reduced operating risk, and delivered \$266K in annual savings (\$1.065M lifetime).
- Brokered cross-label platform reuse initiatives that avoided approximately \$1.5M in duplicate development costs and improved technology leverage across labels.
- Supported 20+ title launches during Take-Two tenure; FY25 work included No Rest for the Wicked early-access telemetry / live dashboarding / CDP integration and advisory support for additional public titles in development.
- Presented complex technical concepts and strategic tradeoffs to board members, the CEO, senior leadership, and internal title CTOs.

### **Technical Project Manager**

**Aug 2016 – Jan 2018**

*Take-Two Interactive Software, Inc. | New York, NY*

- Led critical enterprise IT programs including Office 365 migration, ServiceNow implementation, and multiple cybersecurity initiatives across Take-Two.
- Served as primary program manager for key cybersecurity efforts, improving security posture, coordination, and compliance readiness.
- Ran quarterly IT roadmap sessions with label leaders across the company, aligning priorities, dependencies, procurement, and cross-functional execution.
- Improved stakeholder engagement and streamlined procurement processes to increase delivery efficiency across major initiatives.

### **Online Engineering Manager, 2K Games**

**Sep 2014 – Aug 2016**

*Take-Two Interactive Software, Inc. | Novato / San Rafael, CA*

- Founded and led the 2K Online Engineering Team, establishing processes, standards, and operating practices that supported future growth.
- Owned provisioning, scaling, and solution design for thousands of virtual servers and ESX clusters supporting major title launches.
- Introduced AWS and Slack into the business to improve infrastructure flexibility, collaboration, and team communication.
- Relocated between New York and California and held multiple roles across divisions to support changing business priorities.

### **Senior Director, Network and Systems Administration**

**Jan 2014 – Aug 2014**

*Stevens Institute of Technology | Hoboken, NJ*

- Led the systems and network administration teams responsible for campus-wide infrastructure and technical operations supporting faculty, staff, and students.
- Directed major infrastructure modernization, including replacement of wired and wireless networking, resiliency improvements via a 10Gbps fiber ring, and datacenter redesign.
- Managed budgets, RFPs, vendor selection, and multimillion-dollar grant documentation across large cross-functional initiatives.

### **Sr. Manager DevOps**

**Sep 2013 – Jan 2014**

*Thomson Reuters | Hoboken, NJ*

- Returned to Thomson Reuters to lead DevOps and platform operations for the core hosted environment originally built during the TaxStream era.
- Managed and scaled primary SaaS-hosted product offerings supporting 1,600+ Fortune 500/1000 clients and 26,000 global users.
- Led the team responsible for production, demo, and staging infrastructure, configuration consistency, annual SAS70 / SSAE16 audits, and customer security / hosting discussions.

### **Technical Operations Manager**

**Nov 2011 – Sep 2013**

*QualityHealth | Jersey City, NJ*

- Led technical operations for consumer web platforms serving 3M+ unique visitors and 14M page views per month.
- Managed 60+ physical and virtual servers across production, staging, development, and internal business IT environments.
- Rebuilt and migrated production / staging environments to a new datacenter, built a DR environment, and standardized server builds using Puppet and Git.

### **Senior Manager, Network Systems**

**Jan 2008 – Nov 2011**

Thomson Reuters | Hoboken, NJ

- Continued scaling TaxStream's hosted SaaS platform after acquisition, supporting 900+ Fortune 500 clients, 5,600 global users, and 850+ published applications.
- Managed large-scale server infrastructure and annual SAS70 / SSAE16 audit processes while supporting security reviews and customer environment discussions.

**Director of Information Technology**

**Jan 2006 – Jan 2008**

*TaxStream LLC (acquired by Thomson Reuters) | Hoboken, NJ*

- Joined as the first IT hire at an approximately 30-person SaaS company and helped scale the business and technology environment through growth to 125+ employees and eventual acquisition by Thomson Reuters.
- Designed and scaled the company's SaaS product offering and internal technology environment, ultimately supporting 930+ clients and 9,500 global users.
- Managed internal IT and client-facing production environments, building the operational discipline and technical foundation that supported growth and acquisition.

**EDUCATION**

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Bachelor of Science in Information Technology — Marist College, Poughkeepsie, NY

**ADDITIONAL EXPERIENCE**

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Client Consultant - SunGard Trading and Risk Systems | Technical Support Specialist - Securitas Inc. | Web Developer - Marist College