

JORGE L. RODRÍGUEZ

Video game designer and programmer

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EXPERIENCE

Amazon Game Studios *Lead Test Engineer.*

Nov 2017 - Present

Product owner of the Crucible automated regression testing framework, CrucibleTest.
Created initial technical design. Owned backlog, roadmap, prioritization of new features.
Oversaw a team of three individual contributors building three major deliverables.
Drove testing processes and adoption. Evangelized and fostered a culture of automated testing.
Delivered CrucibleTest to 15 gameplay engineers, who wrote >500 tests in 6 months.
CrucibleTest recognized by directors as increasing build stability by an order of magnitude.
Training and mentoring SDET/QA teammates to take over maintenance and future feature work.

Amazon Game Studios *Software Engineer.*

Jan 2016 - Nov 2017

Titles: Crucible

Engineering and technical design for Crucible in C++ and Lua.
Worked closely with designers to implement and maintain game systems.
Developed gameplay systems in C++ for Crucible on Amazon Lumberyard, a fork of CryEngine.
Owned the spectator experience, built for e-sports broadcasting and tournaments. Engaged external customers (professional broadcasters) to drive improvements.
Designed the architecture for and implemented the Game Master system and interactive objects.
Created the Debug Overlay, used by all disciplines across the studio for debug and development.
Part of the 'transition' team responsible for building core systems ahead of a major code migration.

Double Action Factory *Designer, Software Engineer.*

Apr 2011 - Dec 2015

Titles: Double Action: Boogaloo

Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, stunt system.
Developed a gameplay data telemetry system to guide design decisions.
Conducted usability tests to improve player experience.
Built on Valve's Source Engine in C++. Designed and wrote user interface with VGUI.

Lunar Workshop *Designer, Software Engineer.*

Mar 2010 - Mar 2014

Titles: Digitanks, Digitanks: Artillery Update

Designed and implemented gameplay systems for Digitanks in C++
Designed and sold the AO/Normal map generator SMAK! with realtime 3D preview.
Created Viewback, a mobile wireless telemetry game data tool for designers.

Matreya Studios *Designer, Software Engineer.*

Dec 2006 - Feb 2010

Titles: Calamity Fuse [cancelled]

Designed and implemented game mechanics like sword-fighting, magic system, game modes.
Built on Valve's Source Engine in C++ and VGUI.

Providence Software Solutions *Software Engineer.*

Nov 2004 - Dec 2009

Developed new version of SAP's IPRO procurement tool in C++.

Developed, packaged, released and supported XVT, a cross-platform GUI toolkit, using C/C++.

ADDITIONAL WORK

The Specialists, 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.

Talk - "*Understanding Quaternions through Geometric Algebra*", Online, 2017.

Talk - "*Debugging Optimized x64 Code*", Online, 2016.

stb_image_resize, 2014. An image resizing library with emphasis on usability and speed.

docs.gl, 2014. A better documentation website for OpenGL and OpenGL ES.

Math for Game Developers, 2013-Present. Online video series on the math required for video game development. 20k subscriptions, over one million views.

Education: UCLA Mathematics of Computation, Bachelors of Science, 2015.