

# JORGE L. RODRÍGUEZ

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Video game designer and programmer

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## EXPERIENCE

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**Amazon Game Studios** *Software Development Engineer II.* Jan 2016 - Present

Engineering for Crucible in C++ and Lua.

Worked closely with designers to implement and maintain game systems.

Owned the spectator experience, built for e-sports broadcasting and tournaments.

**Double Action Factory** *Designer, Programmer.* Apr 2011 - Dec 2014

Games shipped: Double Action: Boogaloo

Shipped on Steam in mid 2014, 92% positive reviews. ModDB Editor's Choice Mod of the Year 2014.

Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, a stunt system.

Managed a team of 4-6 developers. Release engineering, marketing, community management.

Worked with artists audio and animators to integrate and iterate on content.

Maintained the feature set and schedule over the 3 year lifespan of the project.

Built on Valve's Source Engine in C++. Designed and wrote user interface with VGUI.

Contributed player and view model animations, sound designs, and level designs.

**Lunar Workshop** *Designer, Programmer, Artist.* Mar 2010 - Dec 2013

Games shipped: Digitanks

Shipped an artillery-based strategy game, three game modes, online/hotseat multiplayer.

Designed the game's systems: unit types, tech tree, combat mechanics.

Conducted usability tests to improve the player's experience and the game's intuitiveness.

Co-composer of the musical score.

**Matreya Studios** *Designer, Programmer.* Dec 2006 - Feb 2010

Designed and implemented game mechanics for an unreleased first/third person multiplayer RPG.

Designed and implemented the game's user interface and heads-up display.

Contributed to environment art, level design, character designs, story, and audio.

**Providence Software Solutions** *Programmer.* Nov 2004 - Dec 2009

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

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## PREVIOUS WORK

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*Talk - "Defense against a rogue artificial intelligence"*, BahFest, 2015. A short comedy-science talk.

*Talk - "Double Action: Postmortem"*, East Coast Game Conference, 2015. On differentiating a design in a crowded market by iteration towards guiding principles.

*Half-Quake: Sunrise*, 2009. Thematic first person puzzler, Half-Life engine. Music, voice.

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

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