

JORGE L. RODRÍGUEZ

Video Game Designer

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Los Angeles, CA, USA

EXPERIENCE

Infinity Ward *Senior Multiplayer Designer.*

Mar 2022 - Present

Titles: *Call of Duty: Warzone 2*

Systems design and implementation for player progression and equipment systems.

Design lead for the World Cup tie-in soccer limited-time mode.

Game mode design for DMZ.

Amazon Game Studios *Game Designer.*

Mar 2019 - Apr 2021

Titles: *Crucible*, *Unannounced*

Systems design of combat/abilities-related feature (unannounced).

Owned Crucible tutorial. Rebuilt tutorial from the ground up after launch.

Contributed to the Crucible *Heart of the Hives* core game mode, owned a canceled game mode.

Owned Crucible player progression, including battle pass, challenges, and achievements.

Amazon Game Studios *Gameplay Engineer.*

Jan 2016 - Mar 2019

Titles: *Crucible*

Engineering and technical design for [Crucible](#) in C++ and Lua.

Worked closely with designers to implement and maintain game systems.

Double Action Factory *Designer.*

Apr 2011 - Dec 2015

Titles: *Double Action: Boogaloo*

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

Lunar Workshop *Designer.*

Mar 2010 - Mar 2014

Titles: *Digitanks*, *Digitanks: Artillery Update*

Shipped a 3D artillery-based strategy game, three game modes, online/hotseat multiplayer.

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

Matreya Studios *Designer.*

Dec 2006 - Feb 2010

Titles: *Calamity Fuse* [canceled]

Designed and implemented game mechanics like sword-fighting, magic system, game modes, and novel movement systems.

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

ADDITIONAL WORK

[The Specialists](#), 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.

Talk - ["Double Action: Postmortem"](#), East Coast Game Conference, 2015.

Education: UCLA Mathematics of Computation, Bachelors of Science.