

# JORGE L. RODRÍGUEZ

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Video Game Designer and Programmer

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## EXPERIENCE

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### **Amazon Game Studios** *Systems and Combat Designer.*

Mar 2019 - Present

*Titles: Crucible, Unannounced*

Product owner of combat/abilities-related feature (unannounced). Own implementation, backlog, roadmap, prioritization of new features.

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

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.

### **Amazon Game Studios** *Engineer.*

Jan 2016 - Mar 2019

Engineering and technical design for Crucible in C++.

Product owner of the Crucible automated regression testing framework, CrucibleTest.

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.

### **Double Action Factory** *Combat Designer, Software Engineer.*

Apr 2011 - Dec 2015

*Titles: Double Action: Boogaloo*

Shipped on Steam in mid 2014, 92% positive reviews.

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

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

### **Lunar Workshop** *Lead Designer, Software Engineer.*

Mar 2010 - Mar 2014

*Titles: Digitanks, Digitanks: Artillery Update*

*Digitanks:*

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

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

### **Matreya Studios** *Combat Designer, Software Engineer.*

Dec 2006 - Feb 2010

*Titles: Calamity Fuse [canceled]*

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

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

### **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++.

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## ADDITIONAL WORK

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

*Talk - "Double Action: Postmortem (How I Built A Successful Game For Zero Dollars)"*, 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.

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