JORGE L. RODRÍGUEZ

Video Game Designer and Programmer

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EXPERIENCE

Amazon Game Studios *Game Designer.*   Mar 2019 - Mar 2021

Titles: *Crucible, Unannounced*

- Product owner of combat/abilities-related feature (unannounced). Owned implementation, backlog, roadmap, prioritization of new features.
- 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.
- Developed gameplay systems in C++ for Crucible on Amazon Lumberyard, a fork of CryEngine.
- Designed the architecture for and implemented the Game Master system and interactive objects.

Double Action Factory *Designer.*   Apr 2011 - Dec 2015

Titles: *Double Action: Boogaloo*

- Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, stunt system.
- Built on Valve's Source Engine in C++. Designed and wrote user interface with VGUI.
- Supported artists and art pipeline, integrated assets from artists.

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.
- Built the Tinker game engine in C++: physics, scene management, renderer, networking, editor.

Matreya Studios *Designer, Software Engineer.*   Dec 2006 - Feb 2010

Titles: *Calamity Fuse [canceled]*

- Designed and implemented game mechanics like sword-fighting, magic system, game modes, and novel movement systems.
- Designed and implemented the game's user interface and heads-up display.
- Built on Valve's Source Engine in C++ and VGUI.

ADDITIONAL WORK

The Specialists, 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.
Half-Quake: Sunrise, 2009. Thematic first person puzzler, Half-Life engine. Music, voice.
Education: UCLA Mathematics of Computation, Bachelors of Science.