JORGE L. RODRIGUEZ

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SKILLS

Visual Studio	 Shader languages
OpenGL/DirectX	 3D/Physics math
Source Engine	 Performance optimization
XSI/Silo	 Multiplayer networking
Git/Subversion	 Scene management
	Source Engine XSI/Silo

EXPERIENCE

Game Programmer, Designer, Artist, Owner

Mar 2010 - Present

Lunar Workshop, Cary, NC

Creating <u>Digitanks</u>, an artillery-based strategy game with three game modes, online/hotseat multiplayer. Building a complete game engine from scratch in C++: asset management, physics, scene management, rendering, UI, networking.

Designing and selling the AO/Normal map generator **SMAK!** with realtime 3D preview.

Developing and coordinating the "Socks" indie game bundle.

Programmer and Consultant

Jul 2006 - Apr 2010

Freelance Contractor, Cary, NC

Working on many projects, including stock market analysis software, embedded medical systems, and web designs, using C/C++, PHP, C#, Java, and Python.

Game Programmer and Owner

Oct 2006 - Jan 2010

Matreya Studios, Cary, NC

Designing and building a multiplayer FPS/RPG using the Source engine, in C++.

Implementing realtime multiplayer melee vs magic vs firearms mechanics.

Coordinating a team of ten artists, composers, animators, and level designers.

Programmer Nov 2004 - Jul 2007

Providence Software Solutions, Cary, NC

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

Programming, packaging, releasing and supporting XVT, a cross-platform GUI toolkit, using C/C++. Maintaining company website and network.

Programmer and Designer

Jan 2004 - Jun 2007

The Specialists, International

Developing, designing, Linux builds, packaging and release of two versions (2.1, 3.0). Game doubled in growth after 2.1 with more than 10,000 total players at its peak.

ACTIVITIES

Hapkido 2nd Degree Black Belt, Assistant Instructor, 3 yrs <u>Triangle Indie Game Developers</u> Meetup Group, Organizer, 1 yr Music Composition And Performance, 14 yrs