JORGE L. RODRÍGUEZ

Video Game Designer and Programmer

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EXPERIENCE

Infinity Ward *Senior Multiplayer Designer.*   Mar 2022 - Present
Titles: *Call of Duty: Warzone*
 Content and systems design and implementation for player progression and equipment systems.

Amazon Game Studios *Game Designer.*   Mar 2019 - Apr 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/Lead Test Engineer.*   Nov 2017 - Mar 2019
 Product owner of the Crucible automated regression testing framework, CrucibleTest.
 Worked closely with designers to implement and maintain game systems.
 Developed gameplay systems in C++ for Crucible on Amazon Lumberyard, a fork of CryEngine.
 Owned the spectator experience, built for e-sports broadcasting and tournaments. Engaged external customers (professional broadcasters) to drive improvements.
 Designed the architecture for and implemented the Game Master system and interactive objects.

Double Action Factory *Designer, Software Engineer.*   Apr 2011 - Dec 2015
Titles: *Double Action: Boogaloo*
 Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, stunt system.
 Project management in a team of 4-6 cross-disciplinary developers.
 Conducted usability tests to improve player experience.

Lunar Workshop *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 systems: unit types, tech tree, combat mechanics.

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.

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.