

JORGE L. RODRÍGUEZ

Video Game Designer

jorge.rodriguez@hey.com
(919) 757-3066

Miami, FL, USA
vinoisnotouzo.com/resume/gameloft

EXPERIENCE

Amazon Game Studios *Game Designer.*

Mar 2019 - Mar 2021

Titles: Crucible, Unannounced

Product owner of combat/abilities-related feature (unannounced) using Unreal. 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.
Owned the spectator experience, built for e-sports broadcasting and tournaments.

Double Action Factory *Designer.*

Apr 2011 - Dec 2015

Titles: Double Action: Boogaloo

Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, stunt system.
Conducted usability tests to improve player experience.
Supported artists and art pipeline, integrated assets from artists.

Lunar Workshop *Designer.*

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.
Conducted usability tests to improve the player's experience and the game's intuitiveness.

Matreya Studios *Designer.*

Dec 2006 - Feb 2010

Titles: Calamity Fuse [canceled]

Designed mechanics like sword-fighting, magic system, game modes, and movement.
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 (How I Built A Successful Game For Zero Dollars)", ECGC, 2015.

On differentiating a design in a crowded market by iteration towards guiding principles.

Education: UCLA Mathematics of Computation, Bachelors of Science.

