

# JORGE L. RODRÍGUEZ

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*Video Game Designer and Programmer*

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Los Angeles, CA, USA

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## EXPERIENCE

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### **Infinity Ward** *Senior Systems Designer, Multiplayer.*

Mar 2022 - Dec 2023

Titles: *Call of Duty: Warzone 2, Call of Duty: Modern Warfare II, Call of Duty: Modern Warfare III, Unannounced*

Game mode design for Modern Warfare and DMZ. Design and implementation of progression systems.

Design lead for the World Cup tie-in soccer limited-time mode. Designed and implemented new player abilities for the mode (stun grenades and ramming).

Design lead for unannounced game mode including new player abilities and weapons.

### **Amazon Game Studios** *Game Designer.*

Mar 2019 - Apr 2021

Titles: *Crucible, Unannounced*

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

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.

### **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.

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

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, UI, networking, level editor.

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

Dec 2006 - Feb 2010

Titles: *Calamity Fuse [canceled]*

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

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## ADDITIONAL WORK

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[The Specialists](#), 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.

[Math for Game Developers](#), 2013-2016. Online video series on the math required for video game development. 20k subscriptions, over one million views.

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

