

JORGE L. RODRÍGUEZ

Video game designer and programmer

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EXPERIENCE

Amazon Game Studios *Software Engineer.*

Jan 2016 - Present

Titles: Crucible

Engineering and technical design for Crucible in C++ and Lua.
Worked closely with designers to implement and maintain game systems.
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.
Created the Debug Overlay, used by all disciplines across the studio for debug and development.
Coordinated with external teams to identify and remove pain points in the designer editor workflow.
Part of the 'transition' team responsible for building core systems ahead of a major code migration.

Double Action Factory *Designer, Software Engineer.*

Apr 2011 - Dec 2015

Titles: Double Action: Boogaloo

Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, firearm combat.
Designed an animation-based stunt system for use during multiplayer combat.
Conducted usability tests to improve player experience.
Contributed player and view model animations, sound designs, and level designs.

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, animation, renderer.

Matreya Studios *Designer, Software Engineer.*

Dec 2006 - Feb 2010

Titles: Calamity Fuse [canceled]

Designed game mechanics like sword-fighting, magic system, game modes, and novel movement systems.
Implemented designs in Valve's Source engine in C++.
Designed an animation-based sword-fighting system for multiplayer melee combat.

Providence Software Solutions *Software Engineer.*

Nov 2004 - Dec 2009

Developed new version of SAP's IPRO procurement tool in C++.
Developed, packaged, released and supported XVT, a cross-platform GUI toolkit, using C/C++.

PREVIOUS WORK

The Specialists, 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.

Education: UCLA Mathematics of Computation, Bachelors of Science.