

# JORGE L. RODRÍGUEZ

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*Video Game Designer*

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## EXPERIENCE

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

Mar 2022 - Present

Titles: *Call of Duty: Warzone 2*

Content and systems design and implementation for player progression and equipment systems.  
Design lead for the World Cup tie-in soccer limited-time mode.  
Game mode design for DMZ.

### **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 Engineer.*

Jan 2016 - Mar 2019

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.  
Designed and implemented movement systems, third person camera, UI.  
Conducted usability tests to improve player experience.

### **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.

### **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.

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## ADDITIONAL WORK

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

Talk - ["Double Action: Postmortem"](#), East Coast Game Conference, 2015.

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