

JORGE L. RODRÍGUEZ

Video Game Designer

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EXPERIENCE

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

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.

Part of the 'transition' team responsible for building core systems ahead of a major code migration.

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

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.*

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.

