JORGE L. RODRÍGUEZ

Video game designer and programmer

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EXPERIENCE

Amazon Game Studios *Software Development Engineer II.* Jan 2016 - Present
· Programming and technical design for an unannounced PC title.

Math for Game Developers *Creator.* Jan 2013 - Present
· Produced an online video series on the math required for video game development.
· Subjects include linear algebra, calculus, graph theory, quaternions, triangle meshes, shaders.
· Over 15,000 subscribers, over 700,000 views, Kickstarter funded at 330%.

Double Action *Designer, Programmer.* Apr 2011 - Dec 2014
· Shipped on Steam in mid 2014, 92% positive reviews. ModDB Editor's Choice Mod of the Year 2014.
· Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, a stunt system.
· Managed a team of 4-6 developers. Release engineering, marketing, community management.

Grossmont Math Study Center *Lead Tutor.* San Diego, CA Jan 2013 - Dec 2013
Tutored students in algebra, trigonometry, calculus, physics.
Provided support to other tutors.

Digitanks *Programmer, Designer, Artist.* Mar 2010 - Dec 2013
· Built and shipped an artillery-based strategy game, three game modes, online/hotseat multiplayer.
· Built the Tinker game engine in C++: physics, scene management, renderer, UI, networking, level editor.
· Developed and coordinated the "Socks" indie game bundle.

Providence Software Solutions *Programmer.* 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++.
· Maintained company website and network.

Previous Work
· Talk - *"Visual Vectors: An Intuitive 3D Math Tutorial"*, Nodevember, 2015. An introduction to 3D math in Javascript using interactive slides written in WebGL.
· Talk - *"Defense against the threat of a rogue artificial intelligence"*, BahFest, 2015. A short comedy-science talk.
· Talk - *"Double Action: Postmortem (How I Built A Successful Game For Zero Dollars)"*, East Coast Game Conference, 2015. On how meaningfulness and iteration towards guiding principles can differentiate a design in a crowded market.
· *Calamity Fuse*, 2010. Unreleased third person shooter/RPG, Source engine. Design, programming.
· *Half-Quake: Sunrise*, 2009. Thematic first person puzzler, Half-Life engine. Music, voice.
· *The Specialists*, 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.

EDUCATION

University of California, Los Angeles Sep 2014 - Dec 2015
Bachelors in Mathematics of Computation

Grossmont College, La Mesa, CA Jan 2011 - May 2014
General Education

ACTIVITIES

Hablo español
GDC Conference Associate, 2 yrs
Hapkido Assistant Instructor, 3 yrs

Triangle Game Developers Organizer, 1 yr
Music Composition and Performance, 19 yrs
Dvorak typist, 80 wpm