

JORGE L. RODRÍGUEZ

Video Game Designer and Programmer

jorge.rodriguez@hey.com
(919) 757-3066

Seattle, WA, USA
vinoisnotouzo.com/resume/naughtydog

EXPERIENCE

Amazon Game Studios *Systems Designer.*

Mar 2019 - Present

Titles: Crucible, Unannounced

Owned Crucible player progression, including battle pass, challenges, and achievements.
Product owner of combat/abilities-related feature (unannounced). Own 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 tutorial. Rebuilt tutorial from the ground up after launch.

Amazon Game Studios *Engineer.*

Nov 2017 - Mar 2019

Worked closely with designers to implement and maintain game systems.
Developed gameplay systems in C++ for Crucible on Amazon Lumberyard, a fork of CryEngine.
Designed the architecture for and implemented the Game Master system and interactive objects.

Double Action Factory *Designer, Software Engineer.*

Apr 2011 - Dec 2015

Titles: Double Action: Boogaloo

Shipped on Steam in mid 2014, 92% positive reviews.
Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, stunt system.
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

Digitanks:

Shipped a 3D artillery-based strategy game, three game modes, online/hotseat multiplayer.
Designed the game's systems: unit types, tech tree, combat mechanics.
Co-composer of the musical score.

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.
Contributed to environment art, level design, character designs, story, and musical score.
Produced most of the game's sound design.

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++.

ADDITIONAL WORK

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

Talk - *"Double Action: Postmortem (How I Built A Successful Game For Zero Dollars)"*, East Coast Game Conference, 2015. On differentiating a design in a crowded market by iteration towards guiding principles.

Half-Quake: Sunrise, 2009. Thematic first person puzzler, Half-Life engine. Music, voice.

Education: UCLA Mathematics of Computation, Bachelors of Science.