JORGE L. RODRÍGUEZ

Video game designer

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EXPERIENCE

Amazon Game Studios *Software Development Engineer II.* — Jan 2016 - Present
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.

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.
Supported artists and art pipeline, integrated assets from artists.
Contributed player and view model animations, sound designs, and level designs.

Digitanks *Designer, Programmer, Artist.* — Mar 2010 - Dec 2013
Shipped an artillery-based strategy game, three game modes, online/hotseat multiplayer.
Designed the game's systems: unit types, tech tree, combat mechanics.
Conducted usability tests to improve the player's experience and the game's intuitiveness.

Calamity Fuse *Designer, Programmer.* — Dec 2006 - Feb 2010
Unreleased. 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.

PREVIOUS WORK

Talk - "Understanding Quaternions through Geometric Algebra", Online, 2017. An introduction to
    Geometric Algebra and an explanation of quaternions that actually makes sense.
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 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 differentiating a design in a crowded market by iteration towards
    guiding principles.
Math for Game Developers, 2013-Present. YouTube channel with 21k subs and 1.1m views.
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: UCLA Mathematics of Computation, Bachelors of Science, 2015.