JORGE L. RODRÍGUEZ

Video Game Combat Designer

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Los Angeles, CA, USA

EXPERIENCE

Infinity Ward *Systems Designer, Multiplayer.*   Mar 2022 - Present
Titles: *Call of Duty: Warzone 2, Call of Duty: Modern Warfare II, Call of Duty: Modern Warfare III*
Game mode design for Modern Warfare II and DMZ.
Design lead for the World Cup tie-in soccer limited-time mode, including building its multiplayer
   combat mechanics (ramming, stun grenade.)
Content and systems design and implementation for player progression and equipment systems.

Amazon Game Studios *Combat Designer, Systems Designer.*   Mar 2019 - Apr 2021
Titles: *Crucible, Unannounced [canceled]*
Combat/AI design for a canceled project.
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.

Double Action Factory *Designer.*   Apr 2011 - Dec 2015
Titles: *Double Action: Boogaloo*
Designed and implemented combat mechanics: multiplayer slowmo, stunt system.

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 combat systems: turn-based artillery combat, weapons, tank types.

Matreya Studios *Designer.*   Dec 2006 - Feb 2010
Titles: *Calamity Fuse [canceled]*
Designed and implemented combat mechanics like sword-fighting, magic system, game modes, and
   novel movement systems.
Contributed to environment art, level design, character designs, story, and musical score.

ADDITIONAL WORK

The Specialists, 2004-07. Multiplayer action shooter, Half-Life engine. Design.
Math for Game Developers, 2013-2016. Online video series on the math required for video game
   development. 20k subscriptions, over one million views.
Half-Quake: Sunrise, 2009. Thematic first person puzzler, Half-Life engine. Music, voice.
Education: UCLA Mathematics of Computation, Bachelors of Science.