

JORGE L. RODRÍGUEZ

Video game designer and programmer

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Los Angeles, CA
vinoisnotouzo.com/resume/amazon

EXPERIENCE

Double Action Designer, Programmer.

Apr 2011 - Present

Shipped on Steam in mid 2014, 91% positive reviews. ModDB Editor's Choice Mod of the Year 2014.
Designed and implemented game mechanics: multiplayer slow-motion, mini-objectives.
Conducted usability tests to improve the player's experience and the game's intuitiveness.
Supported artists and art pipeline, integrated assets from artists.
Contributed player and view model animations, sound designs, and level designs.
Implemented a scalable (up to a million players) leaderboard across all servers.
Developed a gameplay data tracking system that stored and displayed user statistics.
Used data tracking system to guide game design and level design decisions.

Digitanks Programmer, Designer, Artist.

Mar 2010 - Dec 2013

Shipped an artillery strategy game with five units, three game modes, online/hotseat multiplayer.
Built the Tinker game engine in C++: physics, scene management, renderer, UI, networking, editor.
Conducted usability tests to improve the player's experience and the game's intuitiveness.
Profiled game code and implemented graphics and performance optimizations.

Viewback Designer, Programmer.

Feb 2014 - Present

A game design tool that shows realtime debug data on a wireless device.
Users can interact with their designs and change game design parameters without recompiling.
Wrote server component in C to be memory conservative and support all major platforms.

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

Math for Game Developers. An online video series on the math required for video game development.

Talk - "Double Action: Postmortem (How I Built A Successful Game For Zero Dollars)", East Coast Game Conference, 2015. On how meaningfulness and guiding principles can help designers create unique experiences and differentiate a design in a crowded market.

stb_image_resize, 2014. An image resizing library with emphasis on usability and speed.

docs.gl, 2014. A better documentation website for OpenGL and OpenGL ES.

Google Summer of Code, 2012. Improving the user interface and usability of Blender.

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

SKILLS

11 years professional experience (C, C++)
Game design, Interaction design and usability
Program optimization
User interface design

Mathematics: linear algebra, fluid solvers,
flocking algorithms, imaging, mechanics,
modeling and simulation, algorithm design
3D art packages (Max, Maya, Silo)

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, 18 yrs

Dvorak typist, 80 wpm