

# JORGE L. RODRÍGUEZ

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Video Game Systems Designer

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## EXPERIENCE

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### **Amazon Game Studios** *Software Engineer.*

Jan 2016 - Present

*Titles: Crucible*

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. Engaged external customers (professional broadcasters) to drive improvements.  
Designed the architecture for and implemented the Game Master system and interactive objects.  
Created the Debug Overlay, used by all disciplines across the studio for debug and development.  
Coordinated with external teams to identify and remove pain points in the designer editor workflow.  
Part of the 'transition' team responsible for building core systems ahead of a major code migration.

### **Double Action Factory** *Designer, Software Engineer.*

Apr 2011 - Dec 2015

*Titles: Double Action: Boogaloo*

Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, stunt system.  
Project management in a team of 4-6 cross-disciplinary developers.  
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*

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.  
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++.

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## PREVIOUS WORK

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*The Specialists*, 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.  
*Half-Quake: Sunrise*, 2009. Thematic first person puzzler, Half-Life engine. Music, voice.  
*Education*: UCLA Mathematics of Computation, Bachelors of Science.