JORGE L. RODRÍGUEZ

Video Game Designer and Programmer

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EXPERIENCE

Infinity Ward *Senior Multiplayer Designer.*   Mar 2022 - Present
Titles: *Call of Duty: Warzone 2*
Content and systems design and implementation for loot, player progression, and equipment systems.
Game mode design for DMZ.
Project lead for an upcoming unannounced LTM.

Amazon Game Studios *Game Designer.*   Mar 2019 - Apr 2021
Titles: *Crucible, Unannounced*
Product owner working on combat/gear/abilities-related feature (unannounced). Owned
    implementation, backlog, roadmap, prioritization of new features.
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.
Developed gameplay systems in C++ for Crucible on Amazon Lumberyard, a fork of CryEngine.

Double Action Factory *Lead Designer.*   Apr 2011 - Dec 2015
Titles: *Double Action: Boogaloo*
Designed and implemented game mechanics: multiplayer slowmo, mini-objectives, stunt system.
Developed a gameplay data telemetry system to guide design decisions.
Conducted usability tests to solicit player feedback and improve experience.

Lunar Workshop *Lead 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 systems: unit types, tech tree, combat mechanics.
Conducted usability tests to solicit player feedback and improve experience.

Matreya Studios *Lead Designer.*   Dec 2006 - Feb 2010
Titles: *Calamity Fuse [canceled]*
Designed and implemented RPG game mechanics like sword-fighting, magic system, game modes,
    and novel movement systems.

ADDITIONAL WORK

The Specialists, 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.
Education: UCLA Mathematics of Computation, Bachelors of Science.