

JORGE L. RODRÍGUEZ

Video game designer

bs.vino@gmail.com
(919) 757-3066

Seattle, WA, USA
vinoisnotouzo.com/resume/guerrilla

EXPERIENCE

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

Worked closely with designers to implement and maintain game systems in C++ and Lua.
Owned the design of the spectator experience, contributed to other design areas.
Created the Debug Overlay, used by all disciplines across the studio for debug and development.

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 systems: combat, multiplayer slowmo, mini-objectives.
Conducted usability tests to improve player experience.
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.

Math for Game Developers *Creator.* Jan 2013 - Present

Produced an online video series on the math required for video game development.
Subjects include linear algebra, calculus, graph theory, quaternions, triangle meshes, shaders.
Over 21,000 subscribers, over 1,100,000 views, Kickstarter funded at 330%.

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

Unreleased. Designed and implemented combat systems and game modes.
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 - "Defense against the threat of a rogue artificial intelligence", BahFest, 2015. A short comedy-science talk.

Talk - "Double Action: Postmortem (How I Built A Successful Game For Zero Dollars)", ECGC, 2015.

On differentiating a design in a crowded market by iteration towards guiding principles.

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

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.