JORGE L. RODRÍGUEZ

Systems Designer

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Los Angeles, CA, USA

EXPERIENCE

Infinity Ward *Senior Systems Designer, Multiplayer.*　　　Mar 2022 - Dec 2023
Titles: *Call of Duty: Warzone 2, Call of Duty: Modern Warfare II, Call of Duty: Modern Warfare III, Unannounced*
Game mode design for Modern Warfare II and DMZ.
Design lead for the World Cup tie-in soccer limited-time mode and unannounced modes.
Content and systems design and implementation for player progression and equipment systems.

Amazon Game Studios *Game Designer.*　　　Mar 2019 - Apr 2021
Titles: *Crucible, Unannounced*
Systems designer of combat/abilities-related feature (unannounced) in Unreal 4.
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 - Nov 2019
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 *Systems Designer.*　　　Apr 2011 - Dec 2015
Titles: *Double Action: Boogaloo*
Designed and implemented all game systems: multiplayer slowmo, mini-objectives, stunt system.

Lunar Workshop *Systems 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.

Matreya Studios *Designer.*　　　Dec 2006 - Feb 2010
Titles: *Calamity Fuse [canceled]*
Designed and implemented combat systems, game modes, and novel movement systems.

ADDITIONAL WORK

The Specialists, 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.
Talk - "Double Action: Postmortem (How I Built A Successful Game For Zero Dollars)", ECGC, 2015.
Math for Game Developers, 2013-2016. Online video series on the math required for video game
　　development. ~40k 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.