

# JORGE L. RODRÍGUEZ

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*Video Game Designer*

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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 game modes and progression systems.  
Design lead for the World Cup tie-in soccer limited-time mode.

### **Amazon Game Studios** *Game Designer.*

Mar 2019 - Apr 2021

Titles: *Crucible*, *Unannounced*

Product owner of combat/abilities-related feature (unannounced). Implementation using GAS in Unreal. Owned implementation, backlog, roadmap, prioritization of new features.  
Owned Crucible tutorial. Rebuilt tutorial from the ground up after launch.  
Contributed to Crucible game modes, player progression, 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** *Designer.*

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.  
Supported artists and art pipeline, integrated assets from artists.

### **Lunar Workshop** *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, 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.

Designed and implemented the game's user interface and heads-up display.

Contributed to environment art, level design, character designs, story, and musical score.

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## ADDITIONAL WORK

[The Specialists](#), 2004-07. Multiplayer action shooter, Half-Life engine. Programming, design.

Talk - ["Double Action: Postmortem"](#), East Coast Game Conference, 2015.

Education: UCLA Mathematics of Computation, Bachelors of Science.