Jorge L. Rodríguez

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Los Angeles, CA  
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Video game designer and programmer

**EXPERIENCE**

[**Double Action**](http://doubleactiongame.com/)  
*Designer, Programmer.*

Apr 2011 - Present

Designed and implemented user interface and game mechanics. ([Release trailer](http://youtu.be/btzVypzt5nI))  
Marketed and organized community and playtests. (Gameplay by [PewDiePie](http://youtu.be/KTsphcJw_Es), [EatMyDiction](http://youtu.be/dtv34h4ZPio))  
Shipped on Steam in mid 2014, 100k units.  
Supported artists and art pipeline, integrated assets from artists.

[**Math for Game Developers**](https://www.youtube.com/user/BSVino)  
*Producer.*

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 9,000 subscribers, over 350,000 views, Kickstarter funded at 330%.

[**Lunar Workshop**](http://lunarworkshop.com/)  
*Programmer, Designer, Artist, Owner.* Cary, NC

Mar 2010 - Dec 2013

Created [Digitanks](http://digitanks.com/), an artillery-based strategy game, three game modes, online/hotseat multiplayer.  
Builded the Tinker game engine in C++: physics, scene management, rendering, UI, networking.  
Designed and sold the AO/Normal map generator [SMAK!](http://getsmak.net/) with realtime 3D preview.  
Developed and coordinated the ["Socks" indie game bundle](http://arstechnica.com/gaming/news/2011/06/5-for-5-bundle-packages-five-great-indie-games-for-just-5.ars).

**Grossmont Math Study Center**  
*Lead Tutor.* San Diego, CA

Jan 2013 - Dec 2013

Tutored students in algebra, trigonometry, calculus, physics.  
Provided support to other tutors.

**Freelance Contractor**  
*Programmer and Consultant.* Cary, NC

Jul 2006 - Apr 2010

Worked on many projects, including stock market analysis software, embedded medical systems, and web designs, using C/C++, PHP, C#, Java, and Python.

**Providence Software Solutions**  
*Programmer.* Cary, NC

Nov 2004 - Jul 2007

Developed new version of SAP's IPRO procurement tool in C++.  
Worked programming, packaging, releasing and supporting [XVT](http://www.xvt.com/), a cross-platform GUI toolkit, using C/C++.

**Previous Work**

[*stb\_image\_resize*](https://github.com/nothings/stb/blob/master/stb_image_resize.h), 2014, an image resizing library with emphasis on usability and speed.  
[*docs.gl*](http://docs.gl/), 2014, a better documentation website for OpenGL and OpenGL ES.  
[*Viewback*](http://github.com/VinoBS/Viewback), 2014, [A game design tool](https://www.youtube.com/watch?v=vzF4IUAhqgI) that shows realtime debug data on a wireless device.  
[*Google Summer of Code*](http://code.google.com/soc//), 2012, [Improving the user interface and usability](http://www.youtube.com/watch?v=gTxd_gZI4QY) of [Blender](http://blender.org/).  
[*Calamity Fuse*](https://vimeo.com/10146087), 2006-10, Multiplayer FPS/RPG, [Source engine](http://en.wikipedia.org/wiki/Source_engine). [Design, programming](http://youtu.be/HHHmOTO993Y).  
[*Half-Quake: Sunrise*](http://www.moddb.com/mods/halfquake-amen), 2009, Thematic first person puzzler, Half-Life engine. Music, voice.  
[*The Specialists*](http://en.wikipedia.org/wiki/The_Specialists), 2004-07, Multiplayer action shooter, Half-Life engine. Programming, design.

**EDUCATION**

[**University of California, Los Angeles**](http://ucla.edu/)**, Los Angeles, CA**  
*Bachelors in Mathematics of Computation - In Progress*

Sep 2014 - Mar 2016

Regents Scholar

[**Grossmont College**](http://grossmont.edu/)**, La Mesa, CA**  
*General Education*

Jan 2011 - May 2014

President's list

**ACTIVITIES**

*Hablo español*  
[*Hapkido*](http://en.wikipedia.org/wiki/Hapkido) *2nd Degree Black Belt & Asst. Instructor*, 3 yrs  
[*GDC*](http://gdconf.com/) *Conference Associate*, 1 yr

[*Triangle Game Developers*](http://www.meetup.com/gamedev-176/) *Meetup Organizer*, 1 yr  
*Music Composition and Performance*, 14 yrs  
*Dvorak typist*, 80 wpm