



JORGE RODRÍGUEZ

GAME/LEVEL DESIGNER

PROFESSIONAL SKILLS

- Experience using Unreal Engine 5 and Unity
- Experience creating design documents and presentations
- Programming in C# and Unreal blueprints
- Handling Adobe tools such as Photoshop and Illustrator
- Basic handling of 3D tools such as 3ds Max and Blender

SOFT SKILLS

I consider myself a really open and easy to communicate person and I tend to integrate into groups with ease.

I'm a fairly organized person and as strange as it may sound I enjoy the process of organizing myself.

I also have experience and enjoy doing presentations.

ABOUT ME

Video games have been my passion since I was a kid, and it hasn't changed that much since then.

Outside video games I have a great interest in reading and narrative in general which has led me to recently start writing short stories. I also love cooking and, I'm a big bread nerd.

AVAILABILITY

Full-time work

CONTACT

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[Linkedin](#)

PROFESSIONAL SUMMARY

Hi! I'm Jorge, a **Game and Level designer** looking for new opportunities where I can put my skills to the test!

I have worked for over 2 years as a Level designer on an unannounced project. It was my first time working in a team with over a 100 people. Before that I had experience working as a game designer in a small team: designing, implementing mechanics, and balancing the game.

Although my focus and passion is design, I also have experience programming in C# and production.

For more information, you can visit my portfolio at: <https://jorgerodriguezjove.github.io>

PREVIOUS PROJECTS

NDA MULTIPLAYER FPS

Nimble Giant | Mar 2022 - July 2024

Jr. Level Designer

- For over 2 years I worked as a level designer in an unannounced Multiplayer FPS as part of a team of around 100 people.
- I was part of the process of designing and presenting multiple proposals for new maps.
- I was the level design "owner" of multiple areas of the maps taking charge of implementing the blockout and doing multiple iterations of the design.
- After the blockout stage, I worked side by side with the environment team to make sure that the visuals of the game were as good as possible while maintaining smooth gameplay.

IGNITED STEEL

Yokaicade | Aug 2020 - Mar 2022

Game designer, C# Programmer and Producer

- Ignited Steel is a tactical turn based game published by Meteorbyte and made by Yokaicade: a 6 people team created by myself and some college classmates.
- This was my first commercial project with no academic ties working as an indie. It was also the first time I've worked along with a publisher.
- This project has been a great way to experience what it is like to make our own game with complete freedom and responsibility.

Web: <https://meteorbytestudios.com/ignitedsteel/>

Steam: https://store.steampowered.com/app/1550740/Ignited_Steel_Mecha_TBT/

EDUCATION

GRADE IN INTERACTIVE PRODUCTS DESIGN

U-Tad | 2016 - 2020

B2 ENGLISH TITLE

Cambridge 2016