

# Jorge Rodríguez Jové

## GAME & LEVEL DESIGNER



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Madrid, Spain



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## SKILLS

Level Layout and Pacing  
Level Blockout  
3C's  
C# Programming  
Game Design Documentation  
Environmental Storytelling  
Player Psychology / UX Design  
Agile

## TOOLS

Unreal Engine 5 & Unity  
Adobe Photoshop & Illustrator  
Google Docs, Slides & Sheets  
Basic 3D Modeling in Blender & 3DSMax  
Github, SourceTree & P4V  
Jira

## LINKS

### Linkedin

[linkedin.com/in/jorgerodriguezjove](https://linkedin.com/in/jorgerodriguezjove)

### Portfolio

[jorgerodriguezjove.github.io/](https://jorgerodriguezjove.github.io/)

## LANGUAGES

- Spanish - Native
- English - Fluent
- Japanese - Beginner

## ABOUT ME

I try to play all kinds of video games but, I'm especially interested in games that focus on traversal and movement.

Outside video games, I'm passionate about literature, narrative, and stories with rich worlds and characters.

I'm a **Game & Level Designer** with 4 years of experience between Indie and AA(A) games. I have experience designing and developing 3D maps as well as procedural generation systems for 2D levels. I'm a big fan of games focused around movement, exploration and interesting ways of traversal.

## WORK EXPERIENCE

### LEVEL DESIGNER

#### NDA Multiplayer FPS

**Nimble Giant | Mar 2022 – Aug 2024**

I worked for 2.5 years as a Level Designer on an unannounced Multiplayer FPS in a team of almost a hundred people.

- Designing, documenting, and proposing multiple new maps.
- Owner of several map areas, establishing the **vision, goals, and flow**.
- Implementing, testing, and iterating blockouts** in engine.
- Working alongside **QA** and **Environment Artists** to achieve a realistic map while keeping healthy gameplay.

### GAME DESIGNER & C# PROGRAMMER

#### Ignited Steel

**Yocaikade | Jul 2020 – Mar 2022**

I worked for almost 2 years developing Ignited Steel: a Turn-Based Tactics published by Meteorbyte Studios and developed by a small team I created with 5 fellow ex-college classmates.

- Defining the **core game design**.
- Designing and developing in C# multiple main features: **Level and Game Procedural System, Enemy AI, Player Weapons, UI**.
- In charge of **Production** and keeping track of **Tasks** and **Deadlines**.
- Balancing** and **Iterating** Enemy and Equipment Statistics.
- Narrative Owner**: I wrote all the in-game descriptions and over half of the narrative events.

## EDUCATION

### B.A DEGREE IN VIDEO GAME DEVELOPMENT

**Sep 2016 – Jun 2020**

U-Tad

### B2 ENGLISH DIPLOMA

**2016**

Cambridge