

Jorge Rodríguez Jové

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

Portfolio

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 and Level Designer** with 4 years of experience between Indie and AAA 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

Yokaikade | Jul 2020 – Mar 2022

I worked for almost 2 years developing Ignited Steel, a Turn-Based Tactics published by Meteorbyte Studios and developed by Yokaikade: 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 VIDEOGAME DEVELOPMENT

Sep 2016 – Jun 2020

U-Tad

B2 ENGLISH DIPLOMA

2016

Cambridge