



JORGE RODRÍGUEZ

GAME DESIGNER

ABOUT ME

I am currently looking for a **Junior Game Designer** position where i can put my abilities to the test while creating engaging experiences.

Although my main focus is game design, i have also worked as a **C# Programmer** in **Unity** and as a **Producer** on multiple projects.

On a personal level i consider myself someone who easily integrates into groups working as a team while still being responsible for my actions and trying to improve.

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

PROFESSIONAL SKILLS

- Experience using Unity and Unreal Engine 4
- 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

- Planning and organization
- Patience and perseverance
- Diligence and commitment to deadlines
- Leading and communication skills

MOTIVATION

My main goal is to become part of the video game industry so i can continue further developing my skills and learn from professionals.

On a personal level i want to create original and fun experiences with passion and work.

AVAILABILITY

Full-time work

CONTACT

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[Linkedin](#)

PREVIOUS PROJECTS

IGNITED STEEL

Yokaicade | Aug 2020 - Sep 2021

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 is my first comercial project with no academic ties working as an indie. It is also the first time i've worked along with a publisher.
- This project has been a great way to experience what 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/

HOPEBRINGERS

Critical Miss | Oct 2019 - May 2020

Game designer, C# Programmer and Producer

- Hopebringers is a tactical turn based game made as a final college project along with other classmates.
- During the whole project i was one of the main designers and programmers and was also responsible for the production of the project.
- Thanks to this project i experienced what it's like to work with other people in different aspects of game development and going through the full process of developing a game from concept to publishing.

Steam: <https://store.steampowered.com/app/1298740/Hopebringers/>

EDUCATION

GRADE IN INTERACTIVE PRODUCTS DESIGN

U-Tad | 2016 - 2020

B2 ENGLISH TITLE

Cambridge 2016