



WALDO RODRIGUEZ

GAME DESIGNER

CONTACT

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EDUCATION

B.A. DIGITAL MEDIA-GAME DESIGN
University of Central Florida
May 2019

A.S. Information Technology
Valencia Community College
May 2016

SKILLS

Gameplay Design
Combat Design
Level Design
Systems Design
Technical Design
Scripting (C#, C++, Visual)
Hard Surface Modeling

TOOLS



EXPERIENCE

VOID ARTS ♦ CREATIVE DIRECTOR

January 2019

Title: Reaver – Unreal Engine 4 Team Size: 14

- Design melee and ranged combat, 6 enemies, systems, encounters, levels, and pacing.
- Collaborate with animators to implement and adjust combat animations and audio.
- Collaborate with 3 programmers implementing melee combat and AI.
- Ensure the player experience fulfills the vision of a fast-paced, cyberpunk brawler.
- Implement, playtest and iterate levels, encounters, objectives, and balance.

BOMBARDMENT STUDIOS ♦ CREATIVE DIRECTOR

August 2018 – December 2018

Title: Death by Oil – Unreal Engine 4 Team Size: 10

- Design bipedal tank combat, 3 enemies, narrative, systems, encounters, and pacing.
- Craft 3 expansive battlefields with multiple paths to completion and bonus objectives.
- Implement and iterate levels, encounters, objectives, cinematics, and balance.
- Lead design meetings and discussions.
- Coordinate with development team to create, assign, review, and complete tasks.

CASUAL KNIGHTS ♦ GAME DESIGNER

January 2018 – April 2018

Title: Neon City Panic – Unity Team Size: 10

- Design 9 different enemies, 3 bosses, and encounters for 3 levels.
- Document, implement, and iterate on systems, mechanics, enemies, and encounters.
- Implement Limbless Flex Controller and Arcade cabinet support.
- Strong multi-tasking between designer, producer, and tech lead roles.
- Coordinate with 12 team members and our studio to create and complete tasks.

ANIMUS INTERACTIVE ♦ GAME DESIGNER

February 2014 – July 2016

Title: Avalon Lords – Unity Team Size: 30

- Design 3 asymmetric factions with their own specialties, and 12 unique units.
- Write the world's lore, scripts for cutscenes and trailers, and unit descriptions.
- Design MMORTS territory control systems from open world to tile based scopes.
- Design squad-based combat for massive battles with squads as large as 32 troops.
- Design quest, upgrade, progression, and event systems.