ENRIQUE RODRIGUEZ
Game Designer & Programmer

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Awards

Close Your Eyes – Nominated Finalist at IndieCade 2014
Praised for its world-building and challenge

Skills

Design:

- Game Planning
- Game Systems
- Level Design
- Rapid Prototyping
- Playtesting

Engines:

- Unity 5
- Custom C/C++
- Zero (DigiPen)

Programming Languages:

- C/C++
- C#
- Python
- Zilch (DigiPen)

Game AI

Photoshop, Maya

Calculus, Statistics, Discrete Math

Microsoft Office

Projects

Planetary Pest Squad **Game Designer, Programmer** Sep 2015 – *current*
A splitscreen-multiplayer action game set in space on 3D planetoids where players compete to collect the most loot without dying.

- Built in Unity 5 3D with a team of 6.
- Scripted the AI finite-state machine in Unity to provide the tools necessary to easily create AI behaviors.
- Created a messaging system for inter-component communication to help reduce dependencies and enable event broadcasting.
- Designed the event system which manages level progression to add variety and replayability to gameplay.

Roguebot **Game Designer, Programmer** Sep 2014 – Apr 2015
A traditional turn-based Rogue-like emphasizing treasure hunting and combat through a procedurally generated labyrinth.

- Built in a custom C++ engine with a team of 5.
- Collaborated with the lead designer to create the combat system, design enemies, and enhance the overall player engagement during combat.

Close Your Eyes **Game Designer, Programmer** Jan – Apr 2014
Puzzle-platformer where the player obscures their vision in order to manipulate their environment to overcome obstacles and traverse through levels.

- Built in a custom C engine with a team of 4.
- Designed levels, level progression, and level organization.
- Adjusted puzzles using player feedback to improve the user experience.

Feebleton **Game Designer** Jan 2014
A card game where the players build up the town of Feebleton in order to ransack, pillage, and destroy it to keep all the money for themselves.

- A solo card game project.
- Rapidly prototyped and playtested to find the main areas to develop.

Experience

Job Title	Company	Date
Data Entry Clerk	Nintendo Kirkland Operations Facility	Jul – Aug 2014
Office Specialist 1	Oregon Department of Fish & Wildlife	Jun – Aug 2013
Mailroom Assistant	Oregon Department of Fish & Wildlife	Jun – Oct 2012
Office Assistant	Oregon Department of Fish & Wildlife	Jun – Sep 2011
Engineering Intern	Oregon Department of Transportation	Jul – Dec 2010

Education

Bachelors of Science in Computer Science and Game Design 2017 *(expected)*
DigiPen Institute of Technology, Redmond, WA