

# ENRIQUE RODRIGUEZ

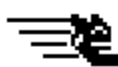
Game Designer & Programmer

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## Awards

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

**Planetary Pest Squad** – Selected for demonstration at DigiPen's game booth for PAX West 2016

## Skills

Engines:

Unity

Zero (DigiPen Proprietary)

Programming Languages:

C# (most familiar)

C/C++

Racket

Design:

Game Systems

Rapid Prototyping

Playtesting

Mobile Game Development

Gameplay Programming

Tools Development

Unity Web Request

UI/UX

Version Control

Mathematics

## Projects

**Tokyo Debunker**

**Unity Developer**

In Development

Mobile puzzle game where you work as the manager of an investigative team with special abilities. Build up your relationship and uncover their stories. ZigZaGame title.

- Implemented the dialogue system with multiple types of representation including calling, texting, and full-art characters
- Designed the scripting tool to give content developers full control over dialogue, animations, VFX, and SFX, all via spreadsheet

**Evertale**

**Unity Developer**

Released Mar 2019

Mobile monster & adventurer RPG featuring monster capturing, character evolution, open-world exploration, and PvP. ZigZaGame title.

- Managed client-side the client-server networking and data distribution
- Implemented the dialogue system and scripting tools for content developers
- Developed tools to quicken development and overcome engine shortcomings
- Responsible for many other gameplay systems (news, achievements, etc.)

**Planetary Pest Squad**

**Game Designer, Programmer**

Sep 2015 – Dec 2016

Third-person coop-competitive shooter where players fight swarms of bugs on fully-traversable planetoids and compete to be the top performing pest exterminator.

University project built in Unity with a team of 8.

- Designed level progression, enemy encounters, and upgrade advancement to provide replayability and rising intensity
- Collaborated with the procedural content developer to create the planetoid system generation for easy adjustability and scalability
- Collaborated with the UX designer to develop the weapons, shooting, and level transitions with focus on engaging game feel

**Close Your Eyes**

**Game Designer, Programmer**

Jan – Apr 2014

Puzzle-platformer where you obscure your vision to manipulate your environment and overcome obstacles. University project built in custom C engine with a team of 4.

## Experience

**Software Engineer**

**Applied Research in Acoustics LLC**

Apr 2021 – Aug 2022

- Racket language conversion tool

**Unity Developer**

**ZigZaGame Inc.**

Feb 2017 – Oct 2020

- Unity development for ZigZaGame mobile titles
- Tools development support for company designers
- Client data communication with server
- Scriptable dialogue systems, gameplay, and screens/UI implementation

## Education

**Bachelors of Science in Computer Science and Game Design**

May 2017

- DigiPen Institute of Technology, Redmond, WA