



RR-F

RODRIGO ROJAS-FERRER

TECHNICAL DESIGNER | RODRIGO-ROJAS-FERRER.COM

SKILLS

Programming

- C++
- C#
- Python

Engines

- Unity 5
- Unreal Engine 4
- Frostbite

Misc

- Perforce
- Git
- Plastic

Languages

- Spanish (Advanced)
- English (Advanced)
- Portuguese (Basic)

EDUCATION

M.S. in Interactive Entertainment

- University of Central Florida
- Graduated: Dec 2017

B.A. in Digital Media: Game Design

- University of Central Florida
- Graduated: Dec 2014

EXPERIENCE

SHADOW HEALTH SIMULATION TEAM TECHNICAL GAME DESIGNER AUGUST 2018 – PRESENT

- Wrote a C#-based prefab comparison tool for Unity.
- Advocated for and spearheaded a massive project upgrade to prevent system deprecation in the future.
- Revamped an old assignment type and added new functionality through C#, TextReplace and Google Sheets.
- Designed and developed new Diagnostic Reasoning assignment type while meeting subject matter experts.

ELECTRONIC ARTS - TIBURON MADDEN NARRATIVE TEAM TECHNICAL DESIGNER AUGUST 2017 – JUNE 2018

- Wrote scripts in Python to automate the generation of levels and visual script logic.
- Created a logic prefab to streamline the film text used for cinematic establishing shots.
- Engineered a paper prototype for a new narrative-based gameplay mode.

UNIVERSITY OF CENTRAL FLORIDA INSTITUTE OF TRAINING AND SIMULATION: E2I CREATIVE STUDIO PROGRAMMER AUGUST 2014 – AUGUST 2016

- Created an XML-based chat-bot for empathy training purposes.
- Edited and improved a 3-year-old Unity firefighting simulation by adding new mechanics.
- Developed a prototype to test Canon's new MReal AR HMD hardware.



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