



# RODRIGO ROJAS-FERRER

TECHNICAL DESIGNER | [RODRIGO-ROJAS-FERRER.COM](http://RODRIGO-ROJAS-FERRER.COM)

## SKILLS

### Programming

- C#
- Python
- Javascript

### Engines

- Unity 5
- Unreal Engine 4
- Frostbite

### Misc

- Perforce
- Git
- Plastic
- Tortoise

### Languages

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

## EDUCATION

### M.S. in Interactive Entertainment: Technical Design (Dec. 2017)

- University of Central Florida

### B.A. in Digital Media: Game Design (Dec. 2014)

- University of Central Florida

## EXPERIENCE

### SHADOW HEALTH | SIMULATION TEAM

#### TECHNICAL GAME DESIGNER

AUGUST 2018 – PRESENT

- 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.
- Wrote various C# scripts for automation and quick creation of assets and scenes, reducing development from one day of work to a few hours.

### ELECTRONIC ARTS – TIBURON | MADDEN 2019 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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