

JOSÉ RAFAEL STRIEDINGER

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TECHNICAL SKILLS

C++, C#, Unreal Engine, Unity, JavaScript, Source control with Git, and Perforce. Visual Studio, VS Code, JetBrains Rider.

EDUCATION

MS Game Design and Development | University of Southern California

Los Angeles | 05/2025

BS in Software Engineering | Universidad de Los Andes

Colombia | 10/2014

GAME PROJECTS

Gameplay engineer & designer - [DeepWorld](#) (Unity. Team of 4)

08/2023 - 12/2023

- Designed and coded enemy AI and movement resulting in terrifying and challenging monster encounters.
- Designed, developed, and debugged the main gameplay mechanics and systems including technical audio, scripted scenarios, and a checkpoint system resulting in a polished vertical slice in a couple of months.
- Created editor tools that enhanced our level design and 2D procedural animation processes.

Gameplay Engineer - [Sorelle](#) (UE5. Team of 30+)

06/2023 - PRESENT

- Created a robust dialogue UE5 subsystem in C++ resulting in an easy-to-use system for the design and narrative team that can be adapted to NPCs and cinematics with ease.
- Designed and developed a ground-pound mechanic and breakable item system for one of our main characters, resulting in more playful and interesting levels for our players.

Engineer and gameplay designer - [A Pigeon Tale](#) (Point-and-click narrative game on Unity. Team of 5)

04/2023

- Created all gameplay mechanics and systems like interactable items, movement, animation, and UI, resulting in a complete experience in just one week of development.
- Designed and directed the project ensuring a heartwarming player experience that resulted in first place in the "Aesthetics" category of IndieCade's Hidden Heroes Jam.

Gameplay Designer - [Bloobo](#) (iOS Unity game)

08/2022 - 01/2023

- Improved the character game feel by developing soft-body physics into our main characters with C# on Unity.
- Assisted in level design blockout, implementation, and internal testing in weekly design meetings.

OTHER RELEVANT EXPERIENCE

Founder, Designer, and Engineer - [ARKDE](#)

12/2019 - PRESENT

- Developed an award-winning and robust eLearning platform with JavaScript, PHP, HTML/CSS, and tools like Webpack, that now supports 1k+ students and was awarded a grant from Epic Games.
- Directed the creation of 9 online courses in collaboration with a team of engineers and technical artists, culminating in more than 120 hours of educational content on UE5 around gameplay, AI, networking, and technical art.

Founder & CEO, Full-stack engineer - [GET Education S.A.S](#)

01/2018 - 12/2019

- General manager of an education company in Bogota, teaching young people web design, digital marketing, and game development with workshops and events. Winner of a Colombia government funding program.
- Developed the website with PHP, JavaScript, and advanced HTML/CSS.