

JOSÉ RAFAEL STRIEDINGER

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SUMMARY

Game designer / Engineer hybrid with 8+ years of experience across web, games and education. Skilled in game design, development, playtesting, and cross-functional coordination to deliver emotionally rich game experiences. Award winning educator and team leader.

SKILLS

Unreal Engine (C++, Blueprints), Unity (C#), web stack (Javascript, json, php, html/css, Node), version control (Git/Github, Perforce). JSON, YAML, markdown. Adobe Premiere Pro, Photoshop, Illustrator. Figma UI Design. Basic Maya modeling. Game design documentation.

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

Technical Designer, engineer - [DeepWorld](#) (Unity)

2025

- Designed and implemented all gameplay systems in C# including UI, movement, checkpoints, and scripted chase sequences to support an emotionally rich and cinematic player experience.
- Developed complex 2D monster characters combining procedural animation and AI behaviors.
- Improve our underwater game feel through haptics, procedural animation and adaptive audio with FMOD.

Director, Lead designer & engineer - [The Guardian](#) (UE5)

2025

- Led a team of 15+ designers, engineers, and artists to develop a vertical slice focused on a meaningful experience.
- Designed, prototyped and playtest mechanics that evoke the joy of childhood play—such as walking on branches, jumping on lily pads, and exploring freely.

Tools Engineer - [Unchained: Tale of Enra](#) (Unity)

08/2024 - 11/2024

- Built a debug tool to log every move in battle and able to undo moves as well, streamlining playtesting
- Developed an analytics tool to track in-battle actions and export data as JSON or CSV for design review

Technical designer, engineer - [Sorelle](#) (UE5)

06/2023 - 06/2024

- Developed a ground-pound game mechanic on C++ with design tools on Blueprints for the design team.
- Designed and developed a robust C++ dialogue system with VO support for NPCs, barks, and cinematics, built for designer-friendly use.

Technical designer, engineer - [A Pigeon Tale](#) (Unity)

04/2023

- Directed and coded a point-and-click emotionally rich experience with an injured pigeon as a character.
- Developed all gameplay systems like interactable items, movement, and UI resulting in first place in the "Aesthetics" category of IndieCade's Hidden Heroes Jam.

RELEVANT WORK EXPERIENCE

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

01/2020 - PRESENT

- Developed a robust eLearning platform on JavaScript, PHP, and HTML/CSS that currently supports hundreds of students in Latin America that was awarded a grant from Epic Games in 2021.
- Complete UI design on Figma, establishing a unified brand identity through colors, spacing, typography, and more.
- Directed the creation of 9 online courses culminating in 120+ hours of educational content on Unity and Unreal

Adjunct game development professor – Universidad de La Sabana

06/2021 – 06/2022

- Designed and taught the first project-based Unity game dev class at the university.
- Mentored students with an emphasis on planning, scoping and communication to achieve their experience goals.

Founder, Director, Producer – GET Education SAS

01/2018 – 01/2020

- Led an education startup offering workshops in web design, digital marketing, and game development in Colombia.
- Managed program planning, event production, and team coordination across instructors and operations.

Founder, Designer, Producer – GameUP Bootcamp

06/2015 – 06/2017

- Created the first-ever game development Bootcamp in Colombia with international guests like designer Kellee Santiago, resulting in more than 50 trained students across the 3 yearly bootcamps.
- As founder, I lead design and development while also handling brand identity, marketing, and sales.

ACHIEVEMENT & AWARDS

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| • Annenberg Fellowship recipient at USC Games. | <i>2023 – 2024</i> |
| • Winner George Lucas Family Foundation Endowed Student Support Fund for Diversity | <i>2022 – 2025</i> |
| • Epic Games Megagrant recipient | <i>2022</i> |
| • Winner Fondo Emprender. Colombia entrepreneurship funding program | <i>2018</i> |