JOSÉ RAFAEL STRIEDINGER

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INDUSTRY EXPERIENCE

Gameplay Engineer - *Fermata Inc* *08/2025 - 05/2026*

- Built the **core gameplay systems for an AI-powered game show** (UE5, major streaming client): real-time interpretation of player voice and text input driving the full round-by-round game flow.
- Built the **cinematic camera system** for a live AI game show (UE5): dynamic multi-cam direction giving the experience the feel of a real TV broadcast.
- Built core gameplay for **Lovebird, an AI dating show showcased at SXSW 2026** (UE5): scene flow, story progression, and reactive moments shaped by the player's choices.

GAME PROJECTS

Gameplay engineer – *Sorelle (UE5)* *06/2023 - 06/2024*

- Released on Steam (USC Games, 30+ person team)
- Built a **modular C++ dialogue system** as an Unreal Subsystem with Actor Components so any object can trigger narrative, with a datatable workflow for designers and writers.
- Designed and implemented the **Ground Pound ability,** iterated from player feedback into a split double jump + ground pound, inspired by games like Jak and Daxter.

Lead engineer, Director – *The Guardian (UE5)* *08/2024 - 07/2025*

- **Built a modular C++/Blueprint interaction system** where two detection ranges drive contextual UI feedback, and each object type (pickups, obstacles, NPCs etc) handles its own interaction behavior through Blueprint overrides.
- **Developed a companion AI using Behavior Trees**: the Guardian reacts to what the player is doing not just where they are: detects drowning and carries the player to safety, and tracks last known position during hide-and-seek.

Gameplay engineer – *DeepWorld (Unity)* *2024*

- **Built enemy AI with sight/sound detection:** escalating chase states, patrol routes, lure mechanics and even frustration state when the player escapes into a hideout in the middle of a chase
- Engineered a **flocking system** supporting 700+ agents at 60fps, making the underwater world feel alive.
- Built a **dynamic culling system** where any object defines its own out-of-frustum behavior (disabled, hidden, or custom) keeping performance scalable without player noticing.

OTHER EXPERIENCES

Founder, Designer, Engineer - *ARKDE.COM* *01/2020 - 12/2022*

- **Founded an eLearning platform backed by an Epic Games MegaGrant (2022)** creating 7 courses on game programming and technical art, serving 1,500+ Hispanic students around the world.
- **Built a gameplay engineering track** covering C++, multiplayer, and game AI, with graduates placed at studios across Latin America like Teravision Games, Globant and Nimble Giant.

EDUCATION

MS Game Design and Development, **University of Southern California** - 2025
BS Software Engineering, **Universidad de Los Andes** - 2014

SKILLS

Languages: C++, C#, Python. **Engines & Tools:** Unreal Engine, Unity, Perforce, Git, Jira. **Other:** Maya, Motion Builder, Motive (virtual production)

AWARDS & RECOGNITIONS

- George Lucas Foundation scholarship (2022-2025, USC)
- Annenberg Fellowship Recipient (2023, USC)
- Epic Games MegaGrant Recipient (2022)
- Colombia SENA startup fund recipient (2018)