

JOSÉ RAFAEL STRIEDINGER

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GAME 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 loop.
- 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.

Gameplay engineer & main designer - [The Guardian](#) (UE5 3D) 08/2024 - 07/2026

- **Developed a companion AI:** using behavior trees with custom tasks, services and decorators our NPC companion has behaviors such as leading the way while waiting for the player to catch up, following the player keeping a safe distance, detecting if the player is in danger and rescuing them.
- **Built a modular C++/Blueprint interaction system** where two detection ranges drive contextual UI feedback, and each object type (obstacles, NPCs etc) handles its own interaction behavior through Blueprint overrides.

Gameplay engineer - [A Deep World](#) (Unity 2D) 2023 - Present

- **Built enemy AI with sight and sound detection:** different chase states, patrol routes, lure mechanics and even a frustration state if the player escapes into a hideout in the middle of a chase.
- Engineered a **flocking system** supporting 700+ fish agents at 60fps with steering behaviors (separation, cohesion, alignment, hard/soft avoidance) using Unity job system and Burst, making the underwater world feel more alive
- Built a **dynamic culling system** that detects an agent visibility and distance from the camera and can be used on any game object, keeping our flocks performant.

Gameplay engineer - [Sorelle](#) (UE5) 06/2023 - 06/2024

- Released on Steam (30+ student team at USC Games)
- 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.

OTHER EXPERIENCES

Founder, Designer, Engineer - [ARKDE.COM](#) 01/2020 - 12/2022

- **Built and launched an eLearning platform from scratch**, backed by an Epic Games MegaGrant (2022), producing 7 courses on game development (C++, multiplayer, game AI) that reached 1,800+ Hispanic students worldwide.
- **Grew a team of 5+ instructors** and built a self-sustaining content pipeline that keeps the platform running and growing with zero outside investment beyond the MegaGrant.

Game programming professor - Universidad de La Sabana (Colombia) 07/2021 - 07/2022

- **Designed and launched the university's first ever CS game development course**, introducing dozens of CS students to Unity, C# and professional game production pipelines.

Founder and CEO - GET (Colombia) 01/2018 - 01/2020

- **Built and led a government-backed game dev education company** from scratch, delivering courses, workshops and events that reached hundreds of students across Bogotá in under two years.
- **Secured a Colombian government grant** to fund operations and expand educational content on game development, web design and digital marketing.

Founder and Producer - GameUP (Colombia) 2015-2017

- **Created the first game development bootcamp in Colombia's history**, running a 4-month intensive program for 3 consecutive years with guest speakers from That Game Company, Electronic Arts, JAM City and more

EDUCATION

MS Game Design and Development, **University of Southern California** - 2025

BS Software Engineering, **Universidad de Los Andes** - 2014

SKILLS

Languages: C++, C#, Javascript, PHP, HTML/CSS, openGL. **Tools:** Unreal Engine, Unity, Perforce, JetBrains/VS, Git, Jira, Figma.

Other: Maya, Motion Builder, Motive (virtual production)

AWARDS & RECOGNITIONS

- George Lucas Foundation scholarship (2022-2025, USC)
- Annenberg Fellowship Recipient (2023, USC)
- A Deep World "Best Game" at Principe de Los Paramos awards (2025 Colombia)
- Epic Games MegaGrant Recipient (2022)
- Colombia SENA startup fund recipient (2018)