Eduardo Rodrigues
Gameplay/UI Engineer

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SKILLS

Languages: C++ | C# | JavaScript
Tools: UE4 | P4V | Visual Studio | Confluence | Jira | Reviewboard
Games: Rocket League | THPS | Peggle

EXPERIENCE

UI Engineer | Vicarious Visions | Albany, NY   Dec. 2018 - Present
Tony Hawk's Pro Skater 1+2 (PS4, XB1)
- Worked closely with the Gameplay, Meta, and UI teams as the primary UI engineer on *Tony Hawk's Pro Skater 1+2*, owning all core UI systems related to menu management, player input, and focus, assisting junior engineers in creating UI subsystems such as dialogs and notifications, and providing support to content creators and other engineers as they used these systems.
- Implemented and maintained all functionality pertaining to the HUD, referencing the original games and their source code to ensure the visual fidelity of the series' iconic widgets was met.
- Implemented the entirety of the Graffiti game mode, from design-time markup to actual gameplay, making certain the spirit of the game mode was preserved in both online and offline gameplay.
- Created "Roller Coast", a level that shipped with the game to showcase the ability of the player-facing Create-a-Park tool and was well-received by the community.

Software Engineer | Vicarious Visions | Albany, NY   Jan. 2017 - Dec. 2018
Destiny 2 (PC), Destiny: Guardians (Korea)
- Worked with a cross-discipline team on *Destiny 2*, updating most existing console-based UI to feel like a first-class citizen on PC while diverging from console on a few key menus such as social and settings.
- Led a small team of engineers in updating the UI for release in Korea, ensuring legal requirements were met (Cinderella law) while striving to meet player expectations for differences in playstyle (character unlocks for multiplayer quick-access, PC bang integration).
- Supported a junior engineer in implementing /join and /invite commands, augmenting the text chat command system to enable players to form fireteams without first being friends.

Tools Engineer | Vicarious Visions | Albany, NY   Oct. 2014 - Jan. 2017
Crash Bandicoot N. Sane Trilogy (PS4, XB1), Skylanders: SuperChargers (PS3, PS4, X360, XB1)
- Worked with a small dedicated team of engineers on the *Alchemy Laboratory* tools suite, implementing functionality based on content creator needs in the Level Builder and Visual Scripting workflows.
- Significantly contributed to the Visual Scripting performance refactor, being primarily responsible for updating the node library to operate on a new data-driven format.
- Designed and implemented a feature of the Level Builder that synchronized the in-editor viewport's camera with the game, enabling content creators to more quickly iterate on levels by ensuring what was seen in-editor would align with the player's view.

Associate Software Engineer | Vicarious Visions | Albany, NY   Mar. 2012 - Oct. 2014
Skylanders: Lost Islands (iOS, Android), Skylanders: Battlegrounds (iOS, Android, LGTV), Call of Duty: Strike Team (iOS, Android)
- Worked closely with small game teams as a full stack developer on *Activate*, Activision's mobile social platform, implementing features such as friends lists, leaderboards, cross-device cloud saves, and account management.
- Designed and implemented MakeGood, a feature of *Activate* that enabled players to receive in-game currency to "make good" on any in-game issues they encountered at the discretion of a customer service representative.
- Ported *Skylanders Battlegrounds* from the NetCast-based to the webOS-based LGTV platform.

EDUCATION

Rochester Institute of Technology | Rochester, NY   Sept. 2008 - May 2013
Bachelor of Science in Computer Science
Minor in Game Design & Development
GPA: 3.33/4.00