

Jose Rafael Striedinger

Game & software developer

Email: jstriedinger2090@gmail.com

Phone: 626 689 1640

Portfolio: jstriedinger.com

Github: github.com/jstriedinger

Summary

Experienced software developer and entrepreneur with more than 5 years working on community-first software, games, and education. Proven leadership skills and is a team player thanks to his ventures as an entrepreneur.

Experience

ARKDE – *Founder & lead developer* Dec 2020 – present

- Developed an eLearning platform, backed by *Epic Games Mega Grant*, with PHP and Javascript using tools like npm, webpack, and Sass for development
- UI design on *Figma* and user testing using tools like *Hotjar* and *Google analytics*
- Grow a Latino community of 400+ students with C++/C#, 3D art courses and online talks with speakers from companies like Sony Santa Monica and EA
- Developed multiple 2D unity games to teach C# game programming. Also directed the creation of multiple C++ Unreal Engine online courses

Bloobo – *Level designer & developer, USC Games* August 2022 – Present

- Design, development, and QA of new levels for Bloobo; a 2D physics-based Unity game, the master thesis project of Jacob Ruttenberg at USC Games.
- Weekly design meeting discussing progress, milestones, and level design brainstorming.
- Softbody 2D physics implementation with Jellysprites package in Unity

EasilyAmused – *Front-end developer* Sept 2021 – Sept 2022

- Lead the development of key front-end features for WordPress plugins on honorswp.com
- Helped the support team resolve multiple reported bugs on those plugins

Universidad de La Sabana – *Game development teacher* July 2021 – July 2022

- Designed a game development class for around 40 undergrads each semester
- Taught 2D and 3D C# game programming on Unity

GET Education – *Founder & CEO* Jan 2018 – Dec 2020

- Founder of an education company in Colombia teaching various tech skills like game programming, digital marketing, and UI design. Winner of government funding.
- Managed and lead a team of 6 people with weekly meetings and deadlines

GameUP – *Founder, designer and developer* July 2015 – July 2017

- Created the very first 3-month game development & design Bootcamp in the history of Colombia
- Designed and developed a website promoting and selling the course
- Designed the curriculum and managed the teachers implementing it
- Manage online speakers like Kellee Santiago in 2016

Education

Master of Fine Arts in Interactive Media & Game Design

University of Southern California.

USC Games

Los Angeles

August 2022 – May 2025

Bachelor of Science in Software Engineering

Universidad de Los Andes

Bogotá – Colombia

2009 – 2014

Awards

Scholarship
George Lucas Foundation

USC Games

2022

Recipient

Epic Games Mega Grant

2021

Skills

Languages:

Intermediate C#, Java, PHP, Basic C++, advanced Javascript, HTML & CSS. Advanced skills using dev tools like ES6, npm, webpack, Sass.

Tools:

Unity, Unreal Engine, Git, Github, Bitbucket, Perforce, AWS Deployment, Visual Studio Code & Community, Sublime text.

Design:

Figma wireframing & UI design. Basic Photoshop and Illustrator.