

Jorge Antonio Robles

Software Engineer

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TECHNICAL SKILLS

Languages. C/C++, C#, Squirrel

Engines. Unreal Engine, ReSource (proprietary)

Platforms. PC, Xbox, Playstation

SHIPPED TITLES

Games. ARK: Survival Evolved , ATLAS, Star Wars Jedi: Survivor (PC patch 9)

Expansions. ARK: Scorched Earth, ARK: Aberration, ARK: Genesis Part 1, ARK:Genesis Part 2

EMPLOYMENT

Respawn Entertainment

Senior Software Engineer (UI/UX)

6/2022 – Present

Star Wars FPS | Unreal Engine 5 | PC, Xbox, Playstation

- Designed and implemented the core UI system architecture for managing the lifetime of UI windows, input processing and input focus for the UI
- Set UI blueprint paradigms all UI engineers and designers followed to ensure performant and clear implementation
- Implemented a virtual gamepad cursor that simulated mouse cursor UI navigation
- Created a custom interface to manage the visual state changes throughout the lifetime of all UI widgets
- Developed a HUD Marker System to manage any widget visible in the HUD that is tied to a 3D space location in the world, reducing layout recalculations and improving performance
- Assisted two UI engineers with architecture design for various UI features

Star Wars Jedi: Survivor | Unreal Engine 4 | PC, Xbox, Playstation

- Added mouse and keyboard support for various user interfaces including the first time user experience screens, options menu, and the in-game fast travel menu.

Studio Wildcard

Senior UI/UX & Gameplay Programmer

7/2016 – 05/2022

ARK: Survival Evolved | Unreal Engine 4 (modified) | PC, Xbox, Playstation, Nintendo Switch, Stadia

- Sole UI/UX programmer responsible for the implementation and iteration of UIs and related gameplay features using UMG and a mix of C++ and Blueprints
- Iterated with QA to find and fix bugs pertaining to UI systems and related gameplay features
- Handled dev kit bug reports and modder requests for additional mod devkit functionality

ARK: Genesis Part 1 & Part 2

- Created a quality of life UI for tracking in-progress dino taming, leveraging in-world point of interest waypoints and tooltips
- Collaborated with a UI designer to implement a mission tracking UI that displayed relevant mission info while maintaining mod support for user-generated missions
- Integrated the leaderboard system into the mission UI to enable tracking player scores in the game server
- Implemented a shared ammo container for turrets, utilizing a proprietary dynamic UI system to create and display the HUD elements for this feature

Grapeshot Games

Senior Gameplay Programmer

1/2018 – 5/2019

ATLAS | Unreal Engine 4 (modified) | PC, Xbox

- Designed and implemented a moddable, dynamic Skill Tree system in UMG using a mix of C++ and Blueprints
- Created system for designers to implement player skills in Blueprints which was extended to allow modders to expand and create custom skills
- Worked closely with animators to consolidate all player animations into a skeleton to be used for both first-person and third-person views

EDUCATION

DigiPen Institute of Technology

B.S. in Computer Science & Real Time Interactive Simulation

8/2012 – 4/2016