

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. Invincible VS, Star Wars Jedi: Survivor (PC Patch 9), ATLAS, ARK: Survival Evolved

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

EMPLOYMENT

Skybound Entertainment (Quarter Up)

Senior Software Engineer (UI/UX)

6/2025 – 07/2026

Invincible VS | Unreal Engine 5 | PC, Xbox, PlayStation

- Designed and implemented the game's localization pipeline, building a custom Unreal plugin for bulk CSV import/export of dialogue and UI text around Unreal's built-in gather/compile tooling, plus automation commandlets for the pipeline
- Architected the settings menu system using MVVM, including a dependency framework letting settings enable or disable one another and a confirmation/rollback flow for applying changes
- Built the UI notification subsystem for queued, animated on-screen alerts tied to social and matchmaking events
- Built the character select and pre-match team face-off flow for a new game mode, including a reusable level-streaming system for staging UI-driven levels

Respawn Entertainment

Senior Software Engineer (UI/UX)

6/2022 – 06/2025

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

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 + Genesis Part 1 & 2 | 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
- 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

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 a 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 player animations onto a shared skeleton for first- and third-person views

EDUCATION

DigiPen Institute of Technology

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

8/2012 – 4/2016