

# Jason Gertner

jason.gertner@gmail.com

## SKILLS

- Programming
  - Java
  - C++
  - C#
- Engines
  - GameMaker Studio 2
  - Unity

## WORK EXPERIENCE

### Ukuza

#### Programmer

Jobstown, NJ

April 2018 - Present

- Programmer on *Skelattack* (Switch, Xbox One, PS4, & PC)
- Programmed several boss interactions
- Optimized and prepared builds
- Tracked and fixed at least twenty known bugs

### MassDiGI

#### Live Studio Intern

Worcester, MA

January 2018 - Present

- Lead Programmer on *Protest Sim* and *Spell Strike*
- Programmer, Designer, and Quality Analysis on *Leap A Head*
- Implemented a character database and many core features for *Protest Sim*
- Worked on multiple prototypes and delivered builds every week for *Leap A Head*

### Shattered Journal Games

#### Personal Game Projects

Teaneck, NJ

February 2017 - Present

- Developer of *Floaty Fighters*
- Programmed on *Super Burning Wood* for Global Game Jam 2019
- Hosted tournaments to gain balance data through built-in analytics for *Floaty Fighters*

## SOCIETIES

### International Game Developers Association

#### Becker Chapter

Worcester, MA

September 2018 - Present

#### General Member

- Assisted with hosting events
- Promoted the chapter
- Assisted Becker College students with finding resources within their industry

## EDUCATION

Becker College, Worcester, MA

Bachelor of Arts in Interactive Media Design,

Projected May 2020

Concentration in Game Programming

- Cumulative GPA: 3.58