

Jason Gertner

Game Programmer

Contact

E-mail

jason.gertner@gmail.com

Portfolio

jasongertner.com

Twitter

[@JasoonMargoan](https://twitter.com/JasoonMargoan)

LinkedIn

in/jasongertner

Skills

Game Programming

Game Design

Prototyping

Analytic Analysis

Quality Assurance

Team Management

Agile

Tools

Unity

GameMaker Studio 2

GameMaker: Studio 1.4

Plastic SCM

Git

Languages

C#

Java

GML

Work History

2017-09 -
Current

Programmer, Producer, Designer

Shattered Journal Games

- Focused on making impact feel more powerful with use of multiple hit-spark effects and blood variations.
- Programmed systems to make it easier for designers to create new weapons, toppings, and levels.
- Pinpointed what characters lacked in their playstyle and added more utility and synergy for each attack.
- Balanced characters with live data obtained from analytics in tournaments.
- Experience working and porting to Windows, Mac, Android, iOS, and WebGL.

2020-03 -
2020-11

Programmer

Vortex Games

- Focused on making UI systems clearer and more visually appealing.
- Fixed bugs that made some UI buttons and features unusable.

2018-01 -
2020-05

Programmer

MassDigi

- Created player and enemy systems, most UI systems, wave progression, and power-up system.
- Implemented analytics to collect data on how people played and what choices they made.
- Prototyped different mechanics for newer levels and balanced existing levels.

2018-04 -
2019-04

Programmer

Ukuza

- Programmed several boss interactions and prototyped new bosses.
- Optimized and managed build pipeline.

Education

2017-09 -
2020-05

Bachelor of Arts: Game Development & Programming

Becker College - Worcester, MA

- Dean's List (3.5 GPA)