Jason Gertner

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SKILLS

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

WORK EXPERIENCE

Ukuza   Jobstown, NJ
Programmer   2018 - 2019
- 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   Worcester, MA
Live Studio Intern   2018 - Present
- Lead Programmer on *Roller Riot, Protest Sim, and Spell Strike*
- Programmer, Designer, and Quality Analysis on *Leap A Head*
- Created key scripts for the game (player, game manager, enemies, etc)
- 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   Worcester, MA
Personal Game Projects   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   Worcester, MA
Becker Chapter   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