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# Jason Gertner

## Game Programmer/Designer

### 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