

Jason Gertner

Game Programmer

Contact

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Skills

Game Design

Game Programming

Prototyping

Analytic Analysis

Quality Assurance

Tools

- Unity
- C#
- Java
- GitHub
- Plastic SCM
- GameMaker: Studio 1.4
- GameMaker Studio 2
- Trello
- Ryver
- Slack
- GameAnalytics

Work History

2017-01 -
Current

Producer, Programmer, Designer

Shattered Journal Games

Last Slice

- Made systems to make it easier for designers to create new weapons, toppings, and levels.
- Won its category for MassDiGI Game Challenge 2020.

Floaty Fighters

- Developed and released for Steam as the sole programmer.
- Hosted tournaments to gain balance data through built in analytics.
- Changed each character's play style drastically over the course of development.
- Won runner-up in its category for MassDiGI Game Challenge 2019.

Super Burning Wood

- Made for Global Game Jam 2019, and released the next week on Android and iOS.

2020-03 -
Current

Programmer

Vortex Games

- Currently working on programming tasks with gameplay and UI. (*Vortex Rising*)

2018-01 -
2020-05

Product Owner, Live Studio Intern

MassDiGI, Worcester, MA

- Created the player and enemy systems, most UI systems, wave progression, and the power-up system. (*Roller Riot*)
- Implemented analytics into *Pediatrix* and *Protest Sim* to collect data on how people played and what choices they made.
- Brainstormed and prototyped different mechanics and QA tested every weekly build. (*Leap A Head*)
- Prototyped different mechanics for newer levels and balanced existing levels. (*Spell Strike*)

2018-04 -
2019-04

Programmer

Ukuza, Jobstown, NJ

- Programmed several boss interactions and prototyped new bosses.
- Optimized and prepared builds.
- Tracked and fixed at least twenty known bugs.

Education

2018-08 -
2020-05

Bachelor of Arts: Comp Game Development & Programming

Becker College - Worcester, MA

- Dean's List (3.5 GPA)