

# Jaiden Gerig

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**SUMMARY** Versatile software engineer with experience building web applications and games.

**WORK EXPERIENCE**

**Amazon.com** - Seattle, WA  
Software Development Engineer II March 2019 - Present

- *FC Games* - Building and improving games providing entertainment for workers at Amazon Fulfillment Centers. Major contributions include designing and building a new tutorial system to on-board players, as well as a system for large-scale player contests.
- *Inbound Automation* - Designed and built new tool for dock workers at Amazon Fulfillment Centers to receive and stow pallets of items.

**Capital One Financial** - Plano, TX  
Associate Software Engineer June 2017 - March 2019

- Worked on front-end and back-end for various web applications for Capital One's Auto-Finance division such as their *Pre-Approval Website* and *Loan Decisioning Tool*.
- Mentored interns and interviewed applicants for the Technology Development Program

**FrogSlayer Consulting LLC** - Bryan, TX  
Junior Software Engineer Oct 2015 - Apr 2017

- Worked on various projects such as a *Dog Registration Web Portal* and *Credit Insurance Reporting System*. Met with clients to gather requirements, built features using web technologies, and managed deployment & hosting on AWS.

<b>TECHNICAL SKILLS</b>	<b>Languages</b>	<b>Technologies</b>
	C#	Unity
	Java	Amazon Web Services
	C++	OpenGL
	Python	ImGui
	Javascript	

**PERSONAL PROJECTS**

- **ArrowBall** - 2-4 player arrow-sports game I designed and built with Unity and released on Steam after a year of development.
- **Where's My Keys?** - Global Game Jam submission created with a team of 5 other developers. Featured on Unity's official Global Game Jam stream and TheGamer.com.
- **TRITIX** - Turn-based mobile game I built with Unity featuring local and online multiplayer; currently available on the Google Play Store.
- **Scratch-3D** - Rendering engine I created from scratch with C++ and OpenGL. Features a scene editor with full serialization and deserialization and support for materials with custom shader properties. Builds on Windows and Linux
- **Full Portfolio:** <https://jaideng123.github.io/games/>

**EDUCATION** **Texas A&M University** - College Station, TX Graduated: May 2017  
B.S. Computer Science, *Minor in Mathematics*