

Jaiden Gerig

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Games Portfolio: <https://jaideng123.github.io/games/>

SUMMARY Gameplay Engineer with multiple years experience building online games & applications.

WORK EXPERIENCE **Niantic Labs** - Bellevue, WA Apr 2022 - Present
Senior Client Gameplay Engineer

- *Pokémon GO* - Led gameplay engineering for Dynamax & Gigantamax feature. Led gameplay engineering for Pokéstop Showcases feature. Assisted in design and development of new multiplayer battle system. Partnered with tech-art and game design to develop tooling to tweak the speed of every animation and transition in the game. Implemented system to add haptic effects to gameplay interactions.

Amazon.com - Seattle, WA Mar 2019 - Apr 2022
Software Development Engineer II

- *FC Games* - Built and improved Unity games designed to engage player-base of 10,000+ associates at Amazon Fulfillment Centers. Designed and built new tutorial system to help players learn our various games, a system for large-scale player contests, and mechanisms to gather and aggregate player feedback.

Capital One Financial - Plano, TX Jun 2017 - Mar 2019
Associate Software Engineer

- Developed UI for key products for Capital One's Auto-Finance division. Mentored interns and interviewed applicants for college-hire program.

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

- Built various .Net & C++ web applications for small to mid-size businesses.

TECHNICAL SKILLS **Languages:** C#, C++, Java, Javascript, Python
Technologies: Unity, Amazon Web Services, Git, Godot, Unreal

PERSONAL

- **Seattle Indies** - Volunteer to help host and run various events for local game developers. Mentor others through mentorship program.
- **ArrowBall** - Multiplayer arrow-sports game independently designed and built with Unity over a year-long development cycle. Available on Steam.
- **Rebound** - Submission for the Seattle Indies Slow Jam created with a small team of artists & a sound designer. Winner: Judge's Choice & Community Choice.
- **Scratch-3D** - Personal engine independently created with C++ and OpenGL. Features an editor with scene serialization & deserialization, and custom materials.

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