

Jaiden Gerig

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

SUMMARY Gameplay engineer with multiple years experience building games & applications.

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

- *Pokémon GO* - Led engineering effort for Pokéstop Showcases gameplay feature. Partnered with tech-art and game design to develop tooling to tweak the speed of every animation and transition in the game. Created system to add new haptic effects to various interactions.

Amazon.com - Seattle, WA
Software Development Engineer II Nov 2020 - Apr 2022

- *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 on-board players, a system for large-scale player contests, and mechanisms to gather and aggregate player feedback.

Software Development Engineer I Mar 2019 - Nov 2020

- *Inbound Automation* - Led project to create a new tool for Amazon associates. Improved on-boarding resources and provided mentoring for newer team members.

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

- Developed front-end web 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
Junior Software Engineer Oct 2015 - Apr 2017

- Built various web applications for small to mid-size businesses.

TECHNICAL SKILLS	Languages	Technologies
	C#	Unity
	C++	Amazon Web Services
	Java	OpenGL
	Javascript	Git/GitHub
	Python	ImGui

PERSONAL

- **Seattle Indies** - Volunteer to help host and run various events, as well as mentor others through our 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 team of artists, a sound designer. Winner: Judge's Choice & Community Choice.
- **TRITIX** - Turn-based mobile game independently built with Unity featuring both local and online multiplayer and AI opponents. Available on Google Play.
- **Where's My Keys?!** - Global Game Jam submission created with a multidisciplinary team. Featured on Unity Global Game Jam Showcase and TheGamer.com.
- **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*