Jaiden Gerig

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SUMMARY

Versatile software engineer with experience building websites and games. COME BACK TO THIS

WORK EXPERIENCE

Amazon.com - Seattle, WA
Software Development Engineer II   March 2019 - Present
- *FC Games* -
- *AFT Inbound Automation* -

Capital One Financial - Plano, TX
Associate Software Engineer   June 2017 - March 2019
- Worked on the front-end(Angular) for various projects for Capital One's Auto-Finance division such as the *Capital One Auto Pre-Approval Website* and *Loan Decisioning Tool.*
- *Involvement* - 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.

Texas A&M Computer Science Department - College Station, TX
Peer Teacher   Aug 2014 - Dec 2016
- Tutored students in various undergraduate Computer Science courses

TECHNICAL SKILLS

Languages	Technologies
C#	**Unity**
C++	**Amazon Web Services**
Java Spring Boot	**OpenGL**
Python Scripting	**ImGui**
Javascript Angular & React	**Amazon Web Services**

PERSONAL PROJECTS

- **ArrowBall** - Local multiplayer game built with Unity and released on Steam.
- **Where's My Keys?** - Game jam submission created with a team of 5 other developers. Featured on Unity's official Global Game Jam stream and TheGamer.com.
- **TRITIX** - Designed and built turn-base mobile game with Unity; currently available on the Google Play Store.
- **Scratch-3D** - A toy rendering engine I created with OpenGL. Features a scene editor with full serialization and deserialization and support for materials with custom shader properties.
- **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*