

Jaiden Gerig

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

SUMMARY	Gameplay Engineer with multiple years of experience specialized in UI & Online Games	
WORK EXPERIENCE	Senior Gameplay Engineer - <i>Pokémon GO</i>	Apr 2022 - Present
	Niantic Labs - Bellevue, WA	
	<ul style="list-style-type: none">• Gameplay Engineering Feature Lead - <i>Dynamax & Gigantamax Battles</i><ul style="list-style-type: none">– Created and iterated on initial prototypes while facilitating weekly internal playtests– Drafted technical design and led 5 client & server engineers to build out Pokémon Go's first new multiplayer PVE game mode since launch on a tight timeline– Built cinematics system for artists & tech artists to script in-battle cutscenes while accounting for network latency and consistency– Developed UI system and elements for all the different phases of battle mode– Launched on schedule with no major issues and 13+ million battles within first 24 hours• Gameplay Engineering Feature Lead - <i>Pokéstop Showcases</i><ul style="list-style-type: none">– Drafted initial technical design and led 4 server & client engineers to develop asynchronous PVP gameplay feature– Extended and Improved the Pokéstop system, the oldest system in the game– Collaborated closely with UX & tech art to implement & polish UI elements and cutscene• Designed and developed client-side portion of new unified multiplayer battle framework• Leading rebuild of competitive PVP game mode in new multiplayer battle framework• Created new haptic effect system to enhance gameplay interactions for players	
	Software Development Engineer II - <i>FC Games</i>	Mar 2019 - Apr 2022
	Amazon.com - Seattle, WA	
TECHNICAL SKILLS	<ul style="list-style-type: none">• Improved gameplay of for suite of games played by internal playerbase of 10,000+• Designed and built new tutorial system to help players learn the ins & outs of our games• Created a new feature that enables large-scale team-based player contests• Designed progression system for players to earn levels and unlock cosmetics across games• Implemented survey mechanisms to gather and analyze player feedback• Participated in on-call rotation to fix emergent issues and improve team processes	
	Associate Software Engineer	Jun 2017 - Mar 2019
	Capital One Financial - Plano, TX	
	<ul style="list-style-type: none">• Developed UI for key web applications for Capital One Auto Finance division	
	Junior Software Engineer	Oct 2015 - Apr 2017
PERSONAL / VOLUNTEER EXPERIENCE	FrogSlayer Consulting LLC - Bryan, TX	
	<ul style="list-style-type: none">• Built applications for small businesses with C++ & .Net frameworks	
	Languages: C#, C++, Java, Javascript, Python	
	Technologies: Unity, Unreal Engine, Godot, Git, Android & iOS, AWS	
	<ul style="list-style-type: none">• Seattle Indies - Facilitate social & professional events for local game developers. Volunteer for mentorship program to mentor newer developers in the industry.• ArrowBall - Independently designed and built multiplayer arrow-sports game over a year-long development cycle. Available on Steam.• DUETween - Developed Unreal Engine plugin that provides a flexible and efficient tweening framework. Used in Yuu Recreations and small prototypes• Yuu Recreations: Bowling - Created a bowling game using Unreal Engine for Android & PC featuring motion controls and procedurally generated characters• Team Bouldy - Collaborated with team to create multiple small, award-winning games	
EDUCATION	Texas A&M University - <i>B.S. Computer Science, Minor in Mathematics</i>	