# Jaiden Gerig

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**SUMMARY**

Software engineer with multiple years experience building web applications and games.
**Games Portfolio:** https://jaideng123.github.io/games/

**WORK EXPERIENCE**

**Amazon.com** - Seattle, WA
Software Development Engineer II                   November 2020 - Present
Software Development Engineer I                   March 2019 - November 2020

- *FC Games* - Building and improving games designed to motivate and engage 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* - Lead project for new tool for workers at Amazon Fulfillment Centers to more efficiently stow pallets of items. Improved on-boarding resources and provided mentoring for new team members and interns.

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

- Owned front-end UI for multiple key products for Capital One's Auto-Finance division such as their *Pre-Approval Website* and *Loan Decisioning Tool.*

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

**TECHNICAL SKILLS**

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

**PERSONAL PROJECTS**

- **ArrowBall** - Multiplayer arrow-sports game independently designed and built with Unity over a year-long development cycle. Available on Steam.

- **Where's My Keys?** - Game Jam submission created in collaboration with 5 team members. Featured on official Unity Global Game Jam stream and TheGamer.com.

- **TRITIX** - Turn-based mobile game built with Unity featuring both local and online multiplayer and AI opponents. Available on the Google Play Store.

- **Scratch-3D** - Rendering engine independently created from scratch with C++ and OpenGL. Features a scene editor with full serialization and deserialization and support for materials with custom shader properties.

**EDUCATION**

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