

Jaiden Gerig

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

SUMMARY Software engineer with multiple years experience building web applications and games.

WORK EXPERIENCE **Amazon.com** - Seattle, WA
Software Development Engineer II November 2020 - Present

- *FC Games* - Build and improve games designed to motivate and engage associates at Amazon Fulfillment Centers. Major contributions include designing and building a new tutorial system to on-board players and a system for large-scale player contests.

Software Development Engineer I March 2019 - November 2020

- *Inbound Automation* - Led project to create a new tool for associates at Amazon Fulfillment Centers to quickly 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

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

TECHNICAL SKILLS

Languages

C#
Java
C++
Python
Javascript

Technologies

Unity
Amazon Web Services
OpenGL
Git/GitHub
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?** - Submission for Global Game Jam created in collaboration with a team of artists, a sound designer, and another engineer. Featured on the official Unity Global Game Jam stream and TheGamer.com.
- **Rebound** - Submission for the Seattle Indies Slow Jam created with a team of artists, a sound designer, and myself as the sole engineer and gameplay designer. Winner: Judges 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.
- **Scratch-3D** - Rendering engine independently created with C++ and OpenGL. Features a scene editor with full serialization and deserialization and support for materials with custom shader properties. Supports Windows and Linux.

EDUCATION

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

Graduated: May 2017