

# Jaiden Gerig

(512) 893-9148 | jaideng123@yahoo.com | 18549 Stone Ave N, Shoreline, WA 98133

---

## 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 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. Currently available on Steam.
- **Where's My Keys?** - Game Jam submission created in collaboration with a team of artists, a sound designer and another programmer. Featured on official Unity Global Game Jam stream and TheGamer.com.
- **TRITIX** - Turn-based mobile game independently built with Unity featuring both local and online multiplayer and AI opponents. Currently 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

B.S. Computer Science, *Minor in Mathematics*

Graduated: May 2017