

# Jaiden Gerig

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

SUMMARY	Gameplay Engineer with 7 years experience building online games & applications
WORK EXPERIENCE	<div><div><b>Niantic Labs</b> - Bellevue, WA</div><div><b>Senior Client Gameplay Engineer</b> - <i>Pokémon GO</i> Apr 2022 - Present<ul style="list-style-type: none"><li>Gameplay Engineering Feature Lead - <i>Dynamax &amp; Gigantamax Battles</i><ul style="list-style-type: none"><li>Created and iterated on initial prototypes while facilitating weekly internal playtests</li><li>Drafted technical design and led 5 client &amp; server engineers to build out Pokémon Go's first new multiplayer PVE game mode since launch on a tight timeline</li><li>Built major systems: system for tech artists to create in-battle cutscenes that accounts for network latency and consistency, system for server to manipulate UI during battle</li><li>Launched on schedule with over 13 million battles within 24 hours and no major issues</li></ul></li><li>Gameplay Engineering Feature Lead - <i>Pokéstop Showcases</i><ul style="list-style-type: none"><li>Drafted initial technical design and led 4 server &amp; client engineers to develop asynchronous PVP gameplay feature</li><li>Extended Pokéstop system, the oldest system in the game, to support showcase spawning</li><li>Worked closely with UX and tech art to implement cutscenes and polish UI elements</li></ul></li><li>Designed and developed client-side portion of new unified multiplayer battle system</li><li>Created new haptic effect system to enhance gameplay interactions for players</li></ul></div></div> <div><div><b>Amazon.com</b> - Seattle, WA</div><div><b>Software Development Engineer II</b> - <i>FC Games</i> Mar 2019 - Apr 2022<ul style="list-style-type: none"><li>Built and improved Unity games with AWS back-end for player-base of 10,000+ employees</li><li>Designed and built new tutorial system to help players learn the ins &amp; outs of our games</li><li>Created a new feature that enables large-scale team-based player contests</li><li>Designed progression system for players to earn levels and unlock cosmetics across games</li><li>Implemented survey mechanisms to gather and analyze player feedback</li></ul></div></div> <div><div><b>Capital One Financial</b> - Plano, TX</div><div><b>Associate Software Engineer</b> Jun 2017 - Mar 2019<ul style="list-style-type: none"><li>Developed UI for key web applications for Capital One Auto Finance division</li></ul></div></div> <div><div><b>FrogSlayer Consulting LLC</b> - Bryan, TX</div><div><b>Junior Software Engineer</b> Oct 2015 - Apr 2017<ul style="list-style-type: none"><li>Built web applications for small businesses with .Net &amp; C++ frameworks</li></ul></div></div>
TECHNICAL SKILLS	Languages: <b>C#, C++, Java, Javascript, Python</b> Technologies: <b>Unity, Git, Mobile, AWS, Godot, Unreal Engine</b>
PERSONAL / VOLUNTEER EXPERIENCE	<ul style="list-style-type: none"><li><b>Seattle Indies</b> - Host and run social &amp; professional events for local game developers. Mentor new developers looking to enter the industry.</li><li><b>ArrowBall</b> - Independently designed and built multiplayer arrow-sports game over a year-long development cycle. Available on Steam.</li><li><b>DUETween</b> - Developing an Unreal Engine plugin that provides a flexible and efficient tweening framework. Currently being tested with a personal project before wider release.</li><li><b>Claw &amp; Order</b> - Created Godot game about building impossibly high towers of food with a team consisting of me, an artist, and a sound designer.</li><li><b>Scratch-3D</b> - Built personal game engine with C++ and OpenGL that features an editor with scene serialization &amp; deserialization and support for custom materials and shaders.</li></ul>
EDUCATION	<b>Texas A&amp;M University</b> - <i>B.S. Computer Science, Minor in Mathematics</i>