

Jaiden Gerig

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

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
	<ul style="list-style-type: none">• <i>FC Games</i> - 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, a system for large-scale player contests, and mechanisms to gather and aggregate player sentiment with surveys.	
	Software Development Engineer I	March 2019 - November 2020
	<ul style="list-style-type: none">• <i>Inbound Automation</i> - 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
	<ul style="list-style-type: none">• Developed front-end UI of multiple key products for Capital One's Auto-Finance division such as their <i>Pre-Approval Website</i> and <i>Loan Decisioning Tool</i>.• Mentored interns and interviewed applicants for college-hire program.	
	FrogSlayer Consulting LLC - Bryan, TX	
	Junior Software Engineer	Oct 2015 - Apr 2017
	<ul style="list-style-type: none">• Built various web applications for small to mid-size businesses such as a <i>Dog Registration Web Portal</i> and <i>Credit Insurance Reporting System</i>.• Met with clients to update progress and 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	<ul style="list-style-type: none">• ArrowBall - Multiplayer arrow-sports game independently designed and built with Unity over a year-long development cycle. Available on Steam.• 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.• 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.• 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	Graduated: May 2017
	B.S. Computer Science, <i>Minor in Mathematics</i>	