Jaiden Gerig

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Portfolio: https://jaideng123.github.io/games/

SUMMARY

Gameplay Engineer with multiple years of experience specialized in UI & Online Games

WORK EXPERIENCE

Senior Gameplay Engineer - *Pokémon GO*　　　　　　　　Apr 2022 - Present
Niantic Labs - Bellevue, WA

- Gameplay Engineering Feature Lead - *Dynamax & Gigantamax Battles*
  - Created and iterated on initial prototypes while facilitating weekly internal playtests
  - Drafted technical design and led 5 client & server engineers to build out Pokémon Go's first new multiplayer PVE game mode since launch on a tight timeline
  - Built cinematics system for artists & tech artists to script in-battle cutscenes while accounting for network latency and consistency
  - Developed UI system and elements for all the different phases of gameplay
  - Launched on schedule with no major issues and 13+ million battles within first 24 hours
- Gameplay Engineering Feature Lead - *Pokéstop Showcases*
  - Drafted initial technical design and led 4 server & client engineers to develop asynchronous PVP gameplay feature
  - Extended and Improved the Pokéstop system, the oldest system in the game
  - Collaborated closely with UX & tech art to implement & polish UI elements and cutscene
- Designed and developed client-side portion of new unified multiplayer battle framework
- Leading rebuild of competitive PVP game mode in new multiplayer battle framework
- Created new haptic effect system to enhance gameplay interactions for players

Software Development Engineer II - *FC Games*　　　　　　Mar 2019 - Apr 2022
Amazon.com - Seattle, WA

- Improved gameplay of for suite of games played by internal playerbase of 10,000+
- Designed and built new tutorial system to help players learn the ins & outs of our games
- Created a new feature that enables large-scale team-based player contests
- Designed progression system for players to earn levels and unlock cosmetics across games
- Implemented survey mechanisms to gather and analyze player feedback
- Participated in on-call rotation to fix emergent issues and improve team processes

Associate Software Engineer　　　　　　　　　　　　　Jun 2017 - Mar 2019
Capital One Financial - Plano, TX

- Developed UI for key web applications for Capital One Auto Finance division

Junior Software Engineer　　　　　　　　　　　　　　Oct 2015 - Apr 2017
FrogSlayer Consulting LLC - Bryan, TX

- Built applications for small businesses with C++ & .Net frameworks

TECHNICAL SKILLS

Languages: **C#**, **C++**, **Java**, **Javascript**, **Python**

Technologies: **Unity**, **Unreal Engine**, **Godot**, **Git**, **Android & iOS**, **AWS**

PERSONAL / VOLUNTEER EXPERIENCE

- **Seattle Indies** - Facilitate social & professional events for local game developers. Volunteer for mentorship program to mentor newer developers in the industry.
- **ArrowBall** - Independently designed and built multiplayer arrow-sports game over a year-long development cycle. Available on Steam.
- **DUETween** - Developed Unreal Engine plugin that provides a flexible and efficient tweening framework for C++ & Blueprint. Used in Yuu Recreations and other projects
- **Yuu Recreations: Bowling** - Created a bowling game using Unreal Engine for Android & PC featuring motion controls and procedurally generated characters
- **Team Bouldy** - Collaborated with team to create multiple small, award-winning games

EDUCATION

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