

Jaiden Gerig

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

SUMMARY Gameplay Engineer with multiple years experience building online games & applications.

WORK EXPERIENCE **Niantic Labs** - Bellevue, WA Apr 2022 - Present
Senior Client Gameplay Engineer

- *Pokémon GO* - Led gameplay engineering for Dynamax & Gigantamax. Led gameplay engineering for Pokéstop Showcases feature. Partnered with tech-art and game design to develop tooling to tweak the speed of every animation and transition in the game. Implemented system to add new haptic effects to gameplay interactions. Added new event-ticket features to in-game store

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

- *FC Games* - Built and improved Unity games designed to engage player-base of 10,000+ associates at Amazon Fulfillment Centers. Designed and built new tutorial system to on-board players, a system for large-scale player contests, and mechanisms to gather and aggregate player feedback.

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

- Developed UI for key products for Capital One's Auto-Finance division. Mentored interns and interviewed applicants for college-hire program.

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

- Built various .Net & C++ web applications for small to mid-size businesses.

TECHNICAL SKILLS **Languages:** C#, C++, Java, Javascript
Technologies: Unity, Amazon Web Services, Git, Godot, Unreal

PERSONAL

- **Seattle Indies** - Volunteer to help host and run various events for local game developers. Mentor others through mentorship program.
- **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 small team of artists & a sound designer. Winner: Judge's Choice & Community Choice.
- **Scratch-3D** - Personal engine independently created with C++ and OpenGL. Features an editor with scene serialization & deserialization, and custom materials.

EDUCATION **Texas A&M University** - College Station, TX Graduated: May 2017
B.S. Computer Science, *Minor in Mathematics*