

Jaiden Gerig

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

SUMMARY	Gameplay Engineer with multiple years of experience specialized in Online Games & UI
WORK EXPERIENCE	<div><div>Niantic Labs - Bellevue, WA</div><div><div>Senior Gameplay Engineer - <i>Pokémon GO</i></div><div>Apr 2022 - Present</div><ul style="list-style-type: none">• Gameplay Engineering Feature Lead - <i>Dynamax & Gigantamax Battles</i><ul style="list-style-type: none">– 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– Built UI system and elements for different phases of battle– Launched on schedule with over 13 million battles within 24 hours and no major issues• Gameplay Engineering Feature Lead - <i>Pokéstop Showcases</i><ul style="list-style-type: none">– Drafted initial technical design and led 4 server & client engineers to develop asynchronous PVP gameplay feature– Extended Pokéstop system, the oldest system in the game, to support showcase spawning– Worked closely with UX and tech art to implement & polish UI elements and cutscenes.• 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</div></div> <div><div>Amazon.com - Seattle, WA</div><div><div>Software Development Engineer II - <i>FC Games</i></div><div>Mar 2019 - Apr 2022</div><ul style="list-style-type: none">• Improved gameplay for games with player-base of 10,000+ internal players• 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</div></div> <div><div>Capital One Financial - Plano, TX</div><div><div>Associate Software Engineer</div><div>Jun 2017 - Mar 2019</div><ul style="list-style-type: none">• Developed UI for key web applications for Capital One Auto Finance division</div></div> <div><div>FrogSlayer Consulting LLC - Bryan, TX</div><div><div>Junior Software Engineer</div><div>Oct 2015 - Apr 2017</div><ul style="list-style-type: none">• Built applications for small businesses with .Net & C++ frameworks</div></div>
TECHNICAL SKILLS	<p>Languages: C#, C++, Java, Javascript, Python</p> <p>Technologies: Unity, Unreal Engine, Godot, Git, Android & iOS, AWS</p>
PERSONAL / VOLUNTEER EXPERIENCE	<ul style="list-style-type: none">• Seattle Indies - Host and run social & professional events for local game developers. 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.• Yuu Recreations: Bowling - Created a Bowling Game using Unreal Engine for Mobile & PC featuring motion controls and procedurally generated characters
EDUCATION	Texas A&M University - <i>B.S. Computer Science, Minor in Mathematics</i>