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
Senior Client Gameplay Engineer   Apr 2022 - Present
- *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
Software Development Engineer II   Mar 2019 - Apr 2022
- *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 help players learn our various games, a system for large-scale player contests, and mechanisms to gather and aggregate player feedback.

Capital One Financial - Plano, TX
Associate Software Engineer   Jun 2017 - Mar 2019
- 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
Junior Software Engineer   Oct 2015 - Apr 2017
- Built various .Net & C++ web applications for small to mid-size businesses.

TECHNICAL SKILLS

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