

Jaiden Gerig

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

SUMMARY	Gameplay Engineer with multiple years of experience building online games & applications	
WORK EXPERIENCE	Niantic Labs - Bellevue, WA	
	Senior Gameplay Engineer - <i>Pokémon GO</i>	Apr 2022 - Present
	<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 major systems: system for tech artists to create in-battle cutscenes that accounts for network latency and consistency, system for server to manipulate UI during 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 cutscenes and polish UI elements• Designed and developed client-side portion of new unified multiplayer battle system• Rebuilding competitive PVP game mode in new multiplayer battle system• Created new haptic effect system to enhance gameplay interactions for players	
	Amazon.com - Seattle, WA	
	Software Development Engineer II - <i>FC Games</i>	Mar 2019 - Apr 2022
	<ul style="list-style-type: none">• Built and improved games for player-base of 10,000+ employees• 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	
	Capital One Financial - Plano, TX	
	Associate Software Engineer	Jun 2017 - Mar 2019
	<ul style="list-style-type: none">• Developed UI for key web applications for Capital One Auto Finance division	
	FrogSlayer Consulting LLC - Bryan, TX	
	Junior Software Engineer	Oct 2015 - Apr 2017
	<ul style="list-style-type: none">• Built web applications for small businesses with .Net & C++ frameworks	
TECHNICAL SKILLS	Languages: C#, C++, Java, Javascript, Python Technologies: Unity, Unreal Engine, Godot, Git, Android & iOS, AWS	
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• Scratch-3D - Built personal game engine with C++, OpenGL, ImGui that features an editor with scene serialization and support for custom materials and shaders.	
EDUCATION	Texas A&M University - <i>B.S. Computer Science, Minor in Mathematics</i>	