

Jaiden Gerig

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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 - *Pokémon GO* Apr 2022 - Present

- Led Gameplay Engineering for Dynamax & Gigantamax Battles from Concept & Prototype, through Production, to Launch. One of our most successful new features with over 13 million battles within 24 hours of release.
- Led Gameplay Engineering for Pokéstop Showcases feature from Pre-Production to Launch.
- Assisted in design and development of new unified Multiplayer Battle System as the primary Client Engineer.
- Implemented brand new haptic effect system to enhance gameplay interactions.
- Partnered with Tech-Art and Game Design to develop tooling to tweak the speed of every animation and transition in the game.

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

- Built and improved Unity games backed by AWS for 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.

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 Engine

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 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.
- **DueTween** - Unreal plugin that provides a flexible and efficient tweening framework. Currently being used for a bowling game I'm working on.
- **Claw & Order** - Godot game about building impossibly high towers of food created with a team consisting of me, an artist, and a sound designer.
- **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*