

# Jaiden Gerig

(512) 893-9148 | [jaideng123@yahoo.com](mailto:jaideng123@yahoo.com) | 18549 Stone Ave N, Shoreline, WA 98133

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

SUMMARY	Gameplay Engineer with multiple years experience building games & applications.	
WORK EXPERIENCE	<p><b>Niantic Labs</b> - Bellevue, WA Client Gameplay Engineer Apr 2022 - Present</p> <ul style="list-style-type: none"><li>• <i>Pokémon GO</i> - 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</li></ul> <p><b>Amazon.com</b> - Seattle, WA Software Development Engineer II Mar 2019 - Apr 2022</p> <ul style="list-style-type: none"><li>• <i>FC Games</i> - 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.</li></ul> <p><b>Capital One Financial</b> - Plano, TX Associate Software Engineer Jun 2017 - Mar 2019</p> <ul style="list-style-type: none"><li>• Developed front-end UI for key products for Capital One's Auto-Finance division. Mentored interns and interviewed applicants for college-hire program.</li></ul> <p><b>FrogSlayer Consulting LLC</b> - Bryan, TX Junior Software Engineer Oct 2015 - Apr 2017</p> <ul style="list-style-type: none"><li>• Built various web applications for small to mid-size businesses.</li></ul>	
TECHNICAL SKILLS	<p><b>Languages</b></p> <ul style="list-style-type: none"><li>C#</li><li>C++</li><li>Java</li><li>Javascript</li><li>Python</li></ul>	<p><b>Technologies</b></p> <ul style="list-style-type: none"><li>Unity</li><li>Amazon Web Services</li><li>OpenGL</li><li>Git/GitHub</li><li>ImGui</li></ul>
PERSONAL	<ul style="list-style-type: none"><li>• <b>Seattle Indies</b> - Volunteer to help host and run various events for local game developers. Mentor others through mentorship program.</li><li>• <b>ArrowBall</b> - Multiplayer arrow-sports game independently designed and built with Unity over a year-long development cycle. Available on Steam.</li><li>• <b>Rebound</b> - Submission for the Seattle Indies Slow Jam created with a team of artists, a sound designer. Winner: Judge's Choice &amp; Community Choice.</li><li>• <b>TRITIX</b> - Turn-based mobile game independently built with Unity featuring both local and online multiplayer and AI opponents. Available on Google Play.</li><li>• <b>Where's My Keys?!</b> - Global Game Jam submission created with a multidisciplinary team. Featured on Unity Global Game Jam Showcase and TheGamer.com.</li><li>• <b>Scratch-3D</b> - Personal engine independently created with C++ and OpenGL. Features an editor with scene serialization &amp; deserialization, and custom materials.</li></ul>	
EDUCATION	<p><b>Texas A&amp;M University</b> - College Station, TX B.S. Computer Science, <i>Minor in Mathematics</i></p>	Graduated: May 2017