

Jaiden Gerig

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

SUMMARY	Software engineer with multiple years experience building web applications and games.	
WORK EXPERIENCE	Amazon.com - Seattle, WA Software Development Engineer II November 2020 - Present <ul style="list-style-type: none">• <i>FC Games</i> - Build and improve games designed to motivate and engage associates at Amazon Fulfillment Centers. Major contributions include designing and building a new tutorial system to on-board players and a system for large-scale player contests. Software Development Engineer I March 2019 - November 2020 <ul style="list-style-type: none">• <i>Inbound Automation</i> - Led project to create a new tool for associates at Amazon Fulfillment Centers to quickly stow pallets of items. Improved on-boarding resources and provided mentoring for new team members and interns. Capital One Financial - Plano, TX Associate Software Engineer June 2017 - March 2019 <ul style="list-style-type: none">• Developed front-end UI of multiple key products for Capital One's Auto-Finance division such as their <i>Pre-Approval Website</i> and <i>Loan Decisioning Tool</i>.• Mentored interns and interviewed applicants for college-hire program. FrogSlayer Consulting LLC - Bryan, TX Junior Software Engineer Oct 2015 - Apr 2017 <ul style="list-style-type: none">• Built various web applications for small to mid-size businesses such as a <i>Dog Registration Web Portal</i> and <i>Credit Insurance Reporting System</i>.• Met with clients to update progress and gather requirements, developed features using web technologies, and managed deployment & hosting on AWS.	
TECHNICAL SKILLS	Languages C# Java C++ Python Javascript	Technologies Unity Amazon Web Services OpenGL Git/GitHub ImGui
PERSONAL PROJECTS	<ul style="list-style-type: none">• ArrowBall - Multiplayer arrow-sports game independently designed and built with Unity over a year-long development cycle. Available on Steam.• Where's My Keys? - Submission for Global Game Jam created in collaboration with a team of artists, a sound designer, and another engineer. Featured on the official Unity Global Game Jam stream and TheGamer.com.• Rebound - Submission for the Seattle Indies Slow Jam created with a team of artists, a sound designer, and myself as the sole engineer and gameplay designer. Winner: Judges Choice & Community Choice.• TRITIX - Turn-based mobile game independently built with Unity featuring both local and online multiplayer and AI opponents. Available on Google Play.• Scratch-3D - Rendering engine independently created with C++ and OpenGL. Features a scene editor with full serialization and deserialization and support for materials with custom shader properties. Supports Windows and Linux.	
EDUCATION	Texas A&M University - College Station, TX B.S. Computer Science, <i>Minor in Mathematics</i>	Graduated: May 2017