

Jason Gertner

jason.gertner@gmail.com

SKILLS

- Programming
 - Java
 - C++
 - C#
 - Visual Basic
 - GML
- Engines
 - GameMaker: Studio 1.4
 - Unity

WORK EXPERIENCE

Ukuza

Programmer

- Programmer on *Skelattack* (Switch, Xbox One, PS4, and PC)
- Programmed several boss interactions
- Optimized and prepared builds
- Tracked and fixed at least fifteen known bugs

Jobstown, NJ

April 2018 - Present

MassDiGI

Live Studio Intern

- Lead Programmer on *Spell Strike*
- Programmer, Designer, and Quality Analysis on *Leap A Head*
- Worked on multiple prototypes and delivered builds every week for *Leap A Head*

Worcester, MA

January 2018 - Present

Shattered Journal Games

Personal Game Projects

- Conceived and programmed *Cloud Bashers* and *Burning Wood* (Android and iOS)
- Developed, designed, and programmed all levels, bosses, and mechanics

Teaneck, NJ

February 2017 - Present

SOCIETIES

International Game Developers Association

Becker Chapter

General Member

- Assisted with hosting events
- Promoted the chapter
- Assisted Becker College students with finding resources within their industry

Worcester, MA

September 2018 - Present

EDUCATION

Becker College, Worcester, MA

Bachelor of Arts in Interactive Media Design,

Concentration in Game Programming

- Cumulative GPA: 3.592

Projected May 2020