

# Jason Gertner

Engineer

## Contact

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### Website

jasongertner.com

## Skills

Gameplay

Prototyping

Network Programming

Game Design

Game Analytics

Team Management

UI/UX

## Tools

Unity

GameMaker

PlasticSCM

Git

Mirror Networking

## Languages

C#

C++

Java

GML

## Experience

09/2017

- present

### Programmer, Producer, Designer

*Shattered Journal Games*

- Created an **online multiplayer** game, "**Super Raft Boat Together**", from concept to completion.
- Developed tools for designer workflows.
- Built an audience by releasing "**Super Raft Boat Classic**" for free on **Steam**, **itch**, **GX Games**, and **Newgrounds**.
- Shipped "**Super Raft Boat Together**" with publisher "**Brace Yourself Games**".
- Worked on "**Last Slice**", "**Super Raft Boat Classic**", and "**Super Burning Wood**".
- Experience developing for **Windows**, **Mac**, **Android**, **iOS**, and **WebGL**.

03/2020

- 11/2020

### Programmer

*Vortex Games*

- Focused on **UI/UX** programming for "**Rushdown Revolt**".
- Worked with team members to fix bugs in a large tech-debt filled project.

01/2018

- 05/2020

### Programmer

*MassDigi*

- Worked on player actions, enemy behaviours, enemy spawning, power-ups, and UI/UX in "**Roller Riot**".
- Implemented **analytics** to collect data on how far players could get in "**Roller Riot**", and adjusted the balance of the game using that data.
- Prototyped different mechanics for newer levels and balanced existing levels in "**Spell Strike**".
- Worked on six mobile games, and ported "**Roller Riot**" to **Steam** for **Windows** and **Mac**.

04/2018

- 04/2019

### Programmer

*Ukuza*

- Programmed several boss interactions and **prototyped** new bosses in "**Skelattack**".
- **Optimized** and managed build pipeline.

## Education

09/2017

- 05/2020

### Game Development & Programming, Bachelor of Arts

*Becker College, Worcester, MA*

- Dean's List (3.5 GPA)

## Volunteering

09/2018

- 05/2020

*Becker College IGDA Chapter*

- Organized, planned, and scheduled game development related events, such as talks and game jams.
- Helped create a pathway for students into the games industry.