Jamie Gault : TECH DESIGNER

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Instagram: corgiindustrial

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Tik Tok: @CorgiIndustrial

My Goal

Make the world better by helping people connect with each other through technology.

Experience

Niantic

***Project Lead – Unannounced*** *June 2021 – July 2023*

Owner of unannounced social multiplayer project. Concepted and pitched product vision. Plotted out team focus, target audience, and roadmap. Built prototypes to align groups with product vision. Brought groups on board for cross company partnerships. Organized audience interviews.

***Senior Technical Artist – Pokemon GO, Ingress, Unannounced*** *August 2018 – June 2021*

Design, prototyping, and programming for Pokemon Go for the battle system, AR incubation, and concepts. UX design overhaul for battle interactions. Cross team collaborator. Mentor for tech artists and UXers. Produced trailers for marketing.

Amazon

***Technical Designer – Amazon Game Studios*** *July 2013 – July 2018*

Game design, prototyping, and gameplay programming for multiplayer shooter Crucible (Lumberyard) on PC. Gameplay programmer on cloud rendered game The Unmaking (Amazon Kindle)

Microsoft

***Designer Developer – Microsoft Xbox*** *September 2012 – July 2013*

Prototyping and User Interaction for XBOX ONE Kinect, SmartGlass, and home automation.

***SDE 2 – Microsoft Game Studios*** *June 2008 – July 2013*

Gameplay/Input programmer and interim UX manager on Flight (Flight Simulator 11), programmer on Uno, Uno Rush, Full House Poker. Main Contributions: User Interaction and Interface, Camera systems, Devices, Prototyping, Tools.

Corgi Industrial

***Maker of Strange, New Creations*** *2008 – Present*

Beyond the Horizon: multiplayer 3D touch platformer for Mobile (Unity). Built a voxel modeling tool for creating all in-game art, then integrated it in as a character/level editor for users. Featured at Seattle Indies Expo 2017 and Seattle Mobile Gaming Forum 2017. Showcase daily artwork on [instagram.com/corgiindustrial](http://instagram.com/corgiindustrial) .

Mobile projects: Released I AM EAGLE and Beyond the Horizon 2D for the web and touch.

Skills

* Design: Prototyping, Gameplay development, Interaction Design, User Flows, Video Production
* Programming: C++, C#, Javascript
* Tools: Unity, Visual Studio, Adobe Suite
* Devices and Platforms: PC, Android, iOS, ARCore, ARKit, Kinect tracking and voice, Oculus VR, Leap Motion

Education

***Digipen Institute of Technology*** *2004 – 2008*

BS in Real-time Interactive Simulation with a Math minor