

Kyle Jussab | Gameplay Programmer

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Skills

Languages & Frameworks: C#, C++, JavaScript, Python, React

Developer Tools: Unity, Git, GitHub, Xcode, Visual Studio, VSCode, MySQL, npm, GB Studio

Education

- **Bachelor of Science in Computer Science** | University of London, Goldsmiths *Expected Apr 2026*
- **Associate of Science in Game Design and Development** | Pasadena City College *Expected Jan 2026*

Experience

Snap Inc. | Software Engineering Academy Scholar | Santa Monica, CA *June 2024 - August 2024*

- Selected as **1 of 60** scholars (with a **6%** acceptance rate) for the Snap Engineering Academy, focusing on full stack programming with HTML, CSS, JavaScript, and React to develop web and mobile applications.
- Collaborated with a **cross-functional team** to develop Give Fund, a feature aimed at helping foster youth nonprofits raise funds. Led the programming efforts by building animations, chats and notifications, constructing the profile section page, and contributing to the backend database architecture. Successfully pitched the project to **8** executives and an audience of **250+** members during the final showcase.

Projects

CPU City | Unity, C#, Git, Visual Studio *August 2024*

- Led the design and implementation of core gameplay systems, including quest, interaction, and hydration mechanics, resulting in a **25%** increase in player engagement during playtesting.
- Developed and optimized the game's scoring and timing systems, enhancing player retention by **30%** encouraging replayability and deepening user engagement.
- Played a pivotal role in the team shaping the game's direction and UI design, contributing approximately **35%** to the project and helping achieve a **90%** satisfaction rate among early testers.

The Last of Us: Between the Years | GB Studio, GBVM *June 2024*

- Developed a combat system, with features such as weapon switching, crafting, and dashing using GB Studio and GBVM, resulting in a smoother and more interactive gameplay experience.
- Designed and implemented an upgrade system, allowing players to enhance abilities and weapons using in-game resources, which increased player engagement and added depth to the gameplay.
- Achieved an exceptional player interaction rate on Itch.io, with over **3,300** views and more than **500** downloads (~**15% conversion rate**), significantly higher than the average for unadvertised indie games.

Project Phoebe | Unity, C#, Git, Visual Studio *April 2023*

- Developed **3** mechanics; platforming, AI enemies, and puzzles using Unity and C# to create engaging and varied gameplay experiences.
- Designed and structured all levels and challenges, with AI logic ensuring each room increases in difficulty and skill requirement, leading to a progressively challenging and rewarding player experience.

DJ Application | JUCE, C++, Git, Xcode *March 2023*

- Engineered sound manipulation functionality by utilizing the JUCE library in C++, implementing playback controls with low/high filters, resulting in precise and dynamic audio control capabilities.
- Developed a graphical user interface (GUI) to mimic current DJ applications, featuring **2** decks, record spinners, and a song library, enhancing user interaction and experience.

Leadership Experience

- **Pasadena City College, Vice President of the Game Development Club** *September 2023 - Present*