Jake Sales

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SUMMARY

I am a game programmer graduating from University of California Santa Cruz, passionate about gaming and its code. I like to design and prototype random ideas, and find out ways to optimize programs for games. I am knowledgeable in Unity 2D and 3D to make games. I also have knowledge in Github, JavaScript and HTML to make web games.

SKILLS

- **Computer Languages:** C#, Java, Python, C/C++, JavaScript, TypeScript, HTML/CSS
- **Frameworks/Game Engines:** Unity, GDevelop, Twine, React
- **Libraries:** FMOD, Tiled, Phaser

EDUCATION

University of California Santa Cruz, Santa Cruz, CA   Expected July 2025
Bachelor of Science (B.S.) in Computer Science: Game Design   **GPA:** 3.91/4.0, **Dean's List:** 5 Quarters
Relevant Coursework: Game AI, Data Structures & Algorithms, Game Development Experience & Patterns, UI & UX Design, Rapid Prototyping, Game Design & Production Studio, Creative Coding

MY EXPERIENCE

Markus's Miasma, UCSC   January 2025 – April 2025
Puzzle Designer & Game Programmer
- Designed 1 of the game's main areas consisting of several puzzle concepts, creating scripts and connecting logic between each puzzle, resulting in a level being added into the final release of the game
- Programmed several scripts within the game that could be used for any puzzle, ranging from simple buttons to enemy AI, increasing in the production of puzzle creations and ideas
- QA tested the game through several versions, finding bugs and exploits which were documented and discussed with game programmers, leading to an earlier fix and a bug-free playtest to help feedback direction.

Souper Hero, UCSC   April 2025 – Present
Front-End Game Developer
- Programmed and designed a settings menu for accessibilities, making keybinds rebindable with a keyboard and mouse and other general settings, allowing players to play the game without any issue
- Created and organized tasks for others to work on, using Notion and adding on to the scrum board for other developers, resulting in an increased production towards the game being finished
- Collaborated with front-end developers to create improved game mechanics, brainstorming multiple pivots and concepts, improving project planning and production by 33%

MY PROJECTS

Stationary 2 | C#, Unity 2D, Git, VS Code   May 2025 – Present
- Designed core gameplay systems and loops that focus on organizational efficiency, dynamic progression, and player agency
- Programmed an adaptive and dynamic rule mechanic using C# and the Unity Engine library, resulting in an endless possibility of rules and content to be added into the game
- Innovating new features and improving previous features through brainstorming and prototyping, creating a more polished feel to the game's mechanics and flow

GAME LINKS

Markus's Miasma | A horror puzzle game   https://store.steampowered.com/app/3674920/Markuss_Miasma/
Souper Hero | A cute roguelike, using soup to defeat enemies   https://cheristic.itch.io/souper-hero
Stationary 1 | A roguelike, organizing boxes to earn money and buy upgrades   https://gd.games/jakesales/stationary-gi9
Traffic Simulator | An endless runner, rushing through traffic   https://confoosion.itch.io/traffic-simulator
Corgi Booti | A merging arcade game, combining animals into larger animals   https://confoosion.itch.io/corgi-booti
Bombat | A game combining unique 2D movement with 3D enemies   https://calvinhunter03.itch.io/bombat-web
2D Platformer | Difficult platform game using JS   https://confoosion.github.io/PlatformerGame/