

Jake Sales

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SUMMARY

I am a game programmer who graduated from University of California Santa Cruz, passionate about gaming and its code. I like to design and prototype random ideas, along with making fun concepts come to life. 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

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 rebinding 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

- 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

Tapper | C#, Unity 2D, Git, VS Code

June 2025 – Present

- Created a quick and simple gameloop based on tapping circles through rapid prototyping, resulting in an easily understood game concept
- Conducted playtests through the Apple Developer Program, allowing testers to give constructive feedback

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 | 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/>