

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 and implemented one of the game's core puzzle areas, scripting multiple interconnected mechanics and logic systems that were integrated into the final shipped build
- Developed reusable puzzle components and gameplay scripts (such as buttons and enemy AI), allowing for faster iteration and expansion of puzzle ideas across the team
- Conducted iterative QA testing across multiple builds and collaborated with developers to document and discuss bugs and exploits, making the game feel more polished for future builds

Souper Hero, UCSC

April 2025 – July 2025

Front-End Game Developer

- Implemented an accessibility-focused settings menu, including fully customizable keyboard and mouse controls and general gameplay options to improve player usability
- Coordinated development tasks using Notion and a Scrum board, organizing team workflows and contributing to increased production efficiency toward project completion

MY PROJECTS

Project MK | C#, Unity 2D, Git, VS Code

September 2025 – Present

- Developed a modular character system using Scriptable Objects, enabling rapid creation and testing of unique characters directly in the Unity editor which significantly reduced iteration time
- Implemented a procedural 2D map generator that assembles prefabs using a jigsaw-style connection system, allowing designers to quickly prototype and test multiple level layouts without any code changes

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

June 2025 – Present

- Prototyped and refined a core gameplay loop centered on fast tapping and quick-thinking, resulting in a clear and accessible game concept through iterative development
- Organized and analyzed external playtesting via the Apple Developer Program, incorporating player feedback to guide gameplay and UX improvements

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-gj9>

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/bomat-web](https://calvinhunter03.itch.io/bombat-web)

2D Platformer | Difficult platform game using JS

<https://confoosion.github.io/PlatformerGame/>