When pausing properly, the jump animation works as intended and falls normally. This means that the apex of the jump isn’t moved, and the jump distance doesn’t change dramatically. There was a bug where pausing directly inside of an enemy or another platform does freak the character out, but that’s another issue and one that needs handled elsewhere.  
  
When Pause/Unpause are turned off, the proper handling of the jumping isn’t working properly, and leads to some issues. When at the apex of the jump, the jump continues as normal. When not at the apex however, the jump instead resets its falling position and usually clips below the height of the platforms.