

Kyle Jussab | Gameplay Programmer

626-773-0821 | Los Angeles, California | kylejussab@gmail.com | kylejussab.com | linkedin.com/in/kylejussab

Profile

Enthusiastic software engineer deeply influenced by the profound impact of exceptional video games, most notably The Last of Us. Aspiring to create purposeful applications that leave a lasting impression on users, bringing a keen eye for detail and a collaborative mindset to the world of software engineering. Eager to leverage my creative vision and technical expertise to craft meaningful games that inspire and resonate with gamers.

Skills

Languages: C#, C++, JavaScript, Python

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

Core Competencies: 3D Vector Maths, Software Development, OOP, Game Design, Game Development

Projects

PixelPulse | Node.js, Express, HTML, CSS, Git, SQLite3, bcrypt September 2023

- Designed and built the frontend following UCD principles and methodologies for a social coding platform
- Collaborated with a multidisciplinary team of 3 including developers and designers with 15 stakeholders
- Conducted extensive user testing to gather valuable feedback and insights for continuous improvement, achieving a score of 100% in both performance and best practices with a SUS score of 82.5

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

- Developed 3 mechanics, including platforming, AI enemies, and puzzles in distinct playable sections
- Scripted AI logic and game states including pausing and restarting from checkpoint
- Designed all levels and challenges, each room increases in difficulty and skill as the player progresses

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

- Engineered sound manipulation functionality using the JUCE library; playback controls with low/high filters
- Developed a GUI to mimic current DJ applications with 2 decks, record spinners and a song library
- Implemented data persistence for efficient song library management.

2D Platformer | p5.js, JavaScript September 2021

- Built a functional platformer in p5.js, with different enemy types and power ups
- Produced captivating artwork for the project using Adobe Illustrator, infusing creativity into the design
- Integrated gravity mechanics, shooting dynamics, and a dynamic power-up progression system

Education

- Bachelor of Science in Computer Science | University of London, Goldsmiths Graduation May 2025
- Associate of Science in Game Design and Development | Pasadena City College Graduation May 2025

Extracurricular Activities

- Pasadena City College, Vice President of the Game Development Club September 2023 - Present
- Coursera, US TV commercial February 2023
- TalkCampus, Buddy March 2022 - Present
- University of London, Student Ambassador January 2022 - December 2022
- University of London, Student Voice Group Member January 2022 - December 2022

Certificates

- Software Engineering Virtual Experience Program | Electronic Arts
- Essentials Pathway | Unity
- Junior Programmer Pathway | Unity