

Kyle Jussab | Software Engineer

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Profile

A game programmer inspired by the experience of great video games. Being fundamentally inspired and changed by The Last of Us, I aspire to crafting games that go beyond being just a game; making meaningful games with a purpose that hopefully inspires and changes those who play them, as The Last of Us did for me.

Skills

Programming Languages: C#, C++, JavaScript, p5.js, HTML, CSS, MySQL, SQLite3, Node.js

Software: Unity, Git, Xcode

Projects

Project Phoebe | *Unity, C#, Git*

- Built multiple system 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*

- Built sound manipulation functionality using the JUCE library; playback controls with low and high filters
- Designed a GUI to mimic current DJ applications with two decks, record spinners and a song library
- Data persistence, libraries are saved when the application is closed

Microblogger | *SQLite3, HTML, CSS, Node.js, JavaScript, Git*

- Built a dynamic video game website to display articles using SQLite3
- Built a mobile responsive website using only vanilla CSS
- Form error handling with relevant error messages

2D platformer | *p5.js, JavaScript*

- Built a functional platformer in p5.js, with different enemy types and power ups
- Designed the artwork using Adobe Illustrator
- Implemented gravity, shooting, and power up progression

Education

Bachelor of Science (BSc) in Computer Science* | *University of London, Goldsmiths*

Responsibilities

TalkCampus, Buddy | *March 2022 - Present*

University of London, Student Ambassador | *2022*

University of London, Student Voice Group Member | *2022 - 2023*

Certificates

Software Engineering Virtual Experience Program | *Electronic Arts*

Essentials Pathway | *Unity*

Junior Programmer Pathway | *Unity*