

Kyle Jussab | Game Programmer

kylejussab@gmail.com | kylejussab.com | linkedin.com/in/kylejussab

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

Software: Unity, Git

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.

Education

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

Experience (Unrelated to Game Programming)

J&J Transport, Junior Accountant | *September 2019 - September 2022*

- Managed cash, credit, and payment transactions
- Developed and maintained financial records using Sage 50
- Learnt all software and techniques independently, and offered solutions to problems outside of my position
- Implemented Sage 50 and organized structured payments, resulting in increased efficiency

Certificates

Software Engineering Virtual Experience Program | *Electronic Arts*

Essentials Pathway | *Unity*

Junior Programmer Pathway | *Unity*

Favourite Games

The Last of Us, Life is Strange: True Colors, Crash Bandicoot, Sifu, Ori and The Will of the Wisps, Apex Legends, Kena: Bridge of Spirits, Bioshock, Until Dawn, Baba is You

Responsibilities

TalkCampus, Buddy | *March 2022 - Present*

University of London, Student Ambassador | *2022*

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

Hobbies

Creative writing, digital art, playing video games