Kyle Jussab | Gameplay Programmer

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Profile

Inspired by The Last of Us, I am dedicated to creating meaningful games that engage and resonate with players. My journey is fueled by a passion for game development, a commitment to learning, and a desire to inspire others through immersive gaming experiences.

Skills

Languages & Frameworks: C#, C++, JavaScript, Python, React
Developer Tools: Unity, Git, GitHub, Xcode, Visual Studio, VSCode, mySQL, npm, GB Studio

Experience

Snap Inc. | Software Engineering Academy Scholar | Santa Monica, CA   *June 2024 - August 2024*
- Selected as **1 of 15** applicants for the Snap Engineering Academy 2024 cohort, an engineering program for full stack programming, utilizing **HTML**, **CSS**, **JavaScript**, and **React** to develop web and mobile applications
- Participated in formal programming instruction, technical workshops and exercises, guest lectures, professional development, and a mentorship with a **Snap Inc.** team member
- Collaborated with other engineers and **cross-functional team** members from marketing and design teams to prototype a Snapchat feature.

Projects

The Last of Us: Between the Years | GB Studio, GBVM   *June 2024*
- Engineered a dynamic combat system allowing weapon switching, medkit crafting, and enemy dashing
- Designed and implemented an upgrade system for enhancing abilities and weapons using in-game resources
- Received overwhelmingly positive feedback on Itch.io

PixelPulse | Node.js, Express, HTML, CSS, JavaScript, 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.

Education

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

Leadership Experience

- **University of London, Student Ambassador**   *June 2024 - Present*
- **Pasadena City College, Vice President of the Game Development Club**   *September 2023 - Present*
- **Coursera, US TV commercial**   *February 2023*
- **University of London, Student Voice Group Member**   *January 2022 - December 2022*