

Kyle Jussab | Software Engineer

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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 solutions that inspire and resonate with users.

Skills

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

Software: Unity, Git, Xcode

Projects

PixelPulse | *Node.js, Express, CSS, SQLite3, bcrypt*

- Designed and built the frontend following UCD principles and Agile 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*

- Developed 3 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*

- Engineered sound manipulation functionality using the JUCE library; playback controls with low and high filters
- Developed a GUI to mimic current DJ applications with 2 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
- Ensured seamless mobile responsiveness by implementing responsive design techniques using only vanilla CSS
- Implemented form error handling, including the creation of clear and user-friendly error messages

2D platformer | *p5.js, JavaScript*

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

Associate of Science (ASc) in Game Design and Development* | *Pasadena City College*

Extracurricular Activities

Pasadena City College, Vice President of the Game Development Club | *September 2023 - Present*

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*