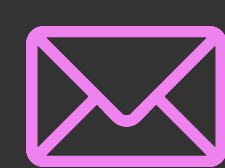


Kyle Jussab

Game Programmer



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PERSONAL PROFILE

Aspiring game developer, excited to get into the industry. Being 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.

EDUCATION

UNIVERSITY OF LONDON, 2ND YEAR

ARP 2021 - SEP 2024 BSC COMPUTER SCIENCE

1st year results:

- Introduction to Programming I - 98%
- Introduction to Programming II - 82%
- Computational Mathematics - 92%
- Discrete Mathematics - 90%
- Algorithms and Data Structures I - 89%
- Fundamentals of Computer Science - 86%
- Web Development - 78%
- How Computers Work - 89%

EXPERIENCE

J & J TRANSPORT

SEP 2019 - SEP 2022 JUNIOR ACCOUNTANT

- 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

RESPONSIBILITIES

TALKCAMPUS

MAR 2022 - PRESENT BUDDY

- Trained to provide emotional support and guidance to people in need

UNIVERSITY OF LONDON

2022 STUDENT AMBASSADOR

- Represented the university at recruitment and marketing events

UNIVERSITY OF LONDON

2022 - 2023 STUDENT VOICE GROUP MEMBER

- Proposed a solution to improve survey responses, resulting in its implementation
- Collaborated with a committee to improve student experience

SKILLS

- Unity
- C#
- C++
- JavaScript

HOBBIES

- Creative writing
- Digital Art
- Playing video games

PROJECTS

PROJECT PHOEBE UNITY, C#

- 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.
- Published to Unity Play.

CERTIFICATES

ELECTRONIC ARTS

DEC 2022 SOFTWARE ENGINEERING VIRTUAL EXPERIENCE PROGRAM

- Wrote a Feature Proposal
- Created a Game Object Class
- Improved an Inventory System
- Participated in Character Creators

UNITY

DEC 2022 ESSENTIALS PATHWAY

- Acquired a solid foundation in Unity and its features

FAVOURITE GAMES

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