

Kyle Jussab | Gameplay Programmer

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Skills

Languages & Frameworks: C#, C++, JavaScript, Python, React

Developer Tools: Unity, Git, GitHub, Xcode, Visual Studio, VSCode, MySQL, npm, GB Studio

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*

Experience

Snap Inc. | Software Engineering Academy Scholar | Santa Monica, CA *June 2024 - August 2024*

- Selected as **1 of 60** scholars (with a **6%** acceptance rate) for the Snap Engineering Academy, focusing on full stack programming with **HTML**, **CSS**, **JavaScript**, and **React** to develop web and mobile applications.
- Participated in formal programming instruction, technical workshops, and mentorship, enhancing skills through guest lectures and professional development sessions with **Snap Inc.** team members.
- Collaborated with **cross-functional teams** from marketing and design culminating in a final showcase project pitched to **8 executives** and an audience of **250+ members**.

Projects

The Last of Us: Between the Years | GB Studio, GBVM *June 2024*

- Developed a combat system, with features such as weapon switching, crafting, and dashing using **GB Studio** and **GBVM**, resulting in a smoother and more interactive gameplay experience.
- Designed and implemented an upgrade system, allowing players to enhance abilities and weapons using in-game resources, which increased player engagement and added depth to the gameplay.
- Achieved an exceptional player interaction rate on Itch.io, with over **3,300** views and more than **500** downloads (~**15% conversion rate**), **significantly higher** than the average for unadvertised indie games.

PixelPulse | Node.js, Express, HTML, CSS, JavaScript, Git, SQLite3, bcrypt *September 2023*

- Built the entire frontend using **HTML**, **CSS** and **JavaScript** following UCD principles for the coding platform.
- Collaborated with a **multidisciplinary team** of 3 including developers and designers with **15 stakeholders**.
- Led extensive user testing; gathered feedback and implemented continuous improvements, achieving a score of **100%** in performance and best practices, and a SUS score of **82.5**, indicating high user satisfaction.

Project Phoebe | Unity, C#, Git, Visual Studio *April 2023*

- Developed **3** mechanics; platforming, AI enemies, and puzzles using **Unity** and **C#** to create engaging and varied gameplay experiences.
- Designed and structured all levels and challenges, with AI logic ensuring each room increases in difficulty and skill requirement, leading to a progressively challenging and rewarding player experience.

DJ Application | JUCE, C++, Git, Xcode *March 2023*

- Engineered sound manipulation functionality by utilizing the **JUCE** library in **C++**, implementing playback controls with low/high filters, resulting in precise and dynamic audio control capabilities.
- Developed a graphical user interface (GUI) to mimic current DJ applications, featuring **2** decks, record spinners, and a song library, enhancing user interaction and experience.

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*