

# Kyle Jussab | Game Designer & Programmer

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## SKILLS

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**Languages & Tools:** C#, C++, JavaScript, Python, React, Unity, Maya, Git, GB Studio, Tiled, Photoshop  
**Design & Programming:** Gameplay Systems, Level Design, Player Progression, UI/UX

## EXPERIENCE

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**Snap Inc.** | Software Engineer - UX Intern | Santa Monica, CA

May 2025 - July 2025

- Contributing to Snaps new in-house framework by implementing reusable UI components and UX features that support platform-wide design consistency and interactive behaviors.

**Snap Inc.** | Software Engineer - Apprentice | Santa Monica, CA

June 2024 - August 2024

- Selected as **1 of 60** scholars for the Snap Engineering Academy, focusing on full stack development with HTML, CSS, JavaScript, and React to develop web and mobile applications.
- Collaborated with a **cross-functional team** to develop Give Fund, a feature aimed at helping foster youth nonprofits raise funds.
- Led the programming efforts by building animations, chats and notifications, constructing the profile section page, and contributing to the backend database architecture.
- Pitched the project to **8** executives and an audience of **250+** members during the final showcase.

## PROJECTS

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[CPU City](#) | *Unity, C#, Git, Visual Studio*

- Designed and implemented gameplay systems including quests, item interaction, and hydration mechanics.
- Built and tuned scoring and timing systems to encourage replayability and short-session engagement.
- Co-led game direction and UI implementation; collaborated with a teammate and student testers for feedback.

[The Last of Us: Between the Years](#) | *GB Studio, GBVM*

- 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.
- Hand-crafted layouts for encounters and resource placement to encourage tactical decision-making
- Achieved over **5,600** views and more than **1,200** downloads

[Project Phoebe](#) | *Unity, C#, Git, Visual Studio*

- Designed and built **5** unique levels with distinct mechanics (platforming, puzzles, AI enemies), emphasizing modular design and progressive challenge.
- Implemented controller support, camera systems, and checkpoint logic to create a polished third-person experience.
- Developed a binary-array-based puzzle system and coded all features from scratch as part of an independent learning initiative outside of coursework.

## EDUCATION

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**Bachelor of Science in Computer Science** | University of London, Goldsmiths

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