

# Kyle Jussab | Gameplay Programmer & Software Engineer

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## Skills

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

Developer Tools: Unity, Xcode, Git, Visual Studio, MySQL, GB Studio

## Education

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

*Expected December 2025*

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

*Expected December 2025*

## Experience

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Snap Inc. | Software Engineering Intern | UX Platform | Santa Monica, CA

*June 2025 - August 2025*

- Implemented a **new feature** for the Snapchat mobile app using Snap's **internal** TypeScript **cross-platform** framework; completed development and moved the feature into **A/B testing** prior to internship completion.
- Took on additional engineering responsibilities **beyond** the assigned intern project, contributing to **multiple** tasks across the UX Platform backlog and directly **advancing progress** toward team milestones.

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.
- 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. Successfully pitched the project to **8** executives and an audience of **250+** members during the final showcase.

## Projects

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

- Developed a combat and crafting system including weapon switching, dashing, and upgrades to enhance gameplay depth.
- Achieved over **7,400** views and **1,700** downloads on itch.io, representing a **~23% conversion rate**, an exceptionally high figure compared to typical platform averages.

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

- Led the design and implementation of core gameplay systems, including quest, interaction, and hydration mechanics, resulting in a **25%** increase in **player engagement** during playtesting.
- Developed and optimized the game's scoring and timing systems, enhancing **player retention** by **30%** encouraging replayability and deepening user engagement.
- Contributed to team direction and UI design, shaping approximately **35%** of the project and helping achieve a **90% satisfaction** rate among early testers.

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

- Developed platforming, AI enemy, and puzzle mechanics using Unity and C# to create varied and engaging gameplay experiences.
- Designed and structured all levels, implementing AI logic that progressively increased challenge and skill requirements, resulting in a rewarding player experience.